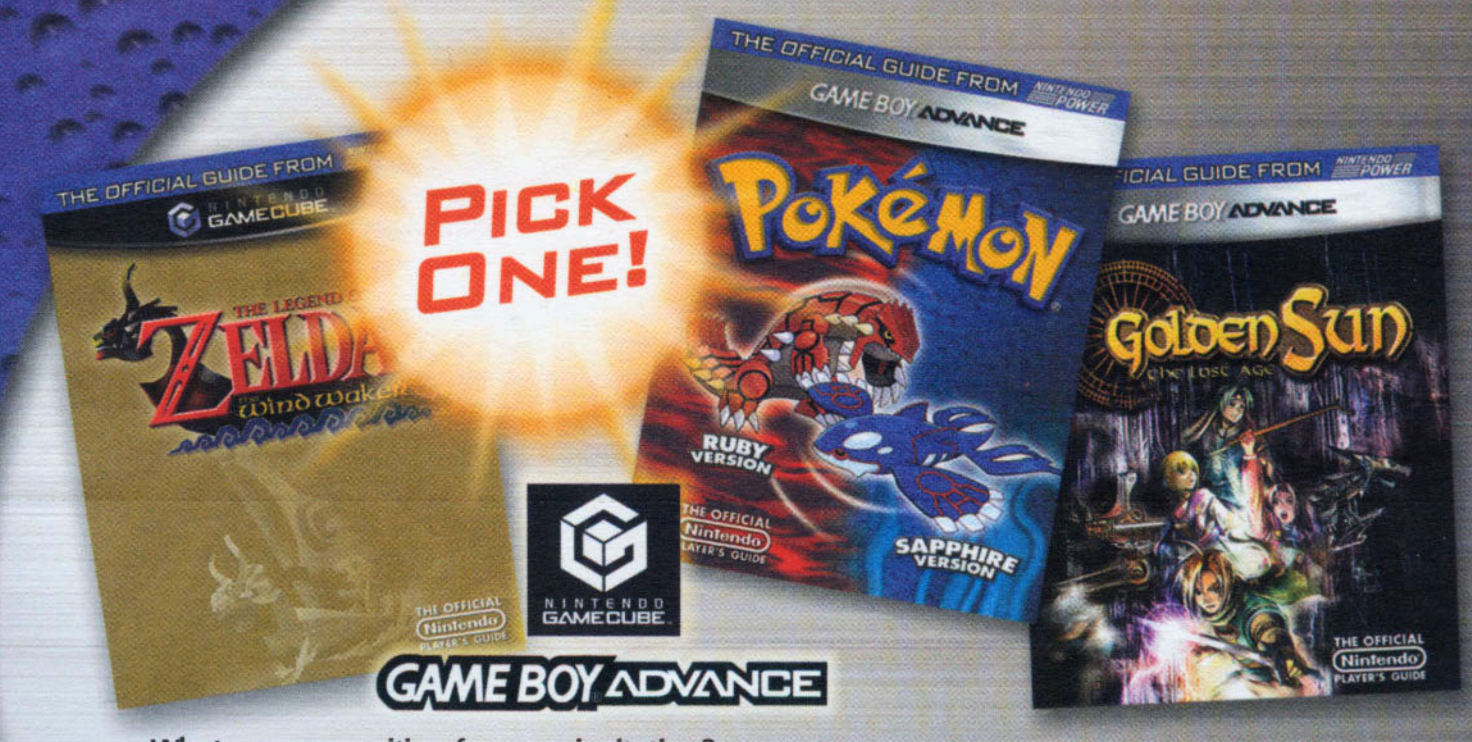


NINTENDO GAMECUBE
GAME BOY ADVANCE
CASTLEVANIA!
THE ONLY OFFICIAL SOURCE
NINTENDO POWER
P.O. Box 97043
Redmond, WA 98073-9743
CHANGE SERVICE REQUESTED
PRSRT STD
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA INC.
2002
NINTENDO POWER
AWARDS
TOM CLANCY'S
SPLINTER CELL
LOST
KINGDOMS II
ARMY MEN:
SARGE'S WAR
RPG PERFECTION!
Golden Sun
The Lost Age
ALSO
IKARUGA
RED FACTION II
YU-GI-OH!
N-DEPTH
STRATEGIES
★THE LEGEND OF ZELDA: THE WIND WAKER
★POKéMON RUBY AND SAPPHIRE VERSIONS

GET YOUR FREE* PLAYER'S GUIDE!



What are you waiting for – an invitation? Oh OK, here's an offer for you. Subscribe now online at **www.nintendopower.com/subscribe** and get a **FREE* Player's Guide!** Choose either ***The Legend of Zelda®: The Wind Waker™*** Official Player's Guide for your Nintendo GameCube™ or the ***Pokémon® Ruby Version and Sapphire Version*** or the ***Golden Sun™: The Lost Age*** Official Player's Guide for Game Boy® Advance. **Either way you can't beat FREE*!** Subscribe now!

DON'T WAIT! SUBSCRIBE NOW ONLINE AT

www.nintendopower.com/subscribe

Or call toll-free **1-800-255-3700**. You may also order by mail, just fill out the back of this order form. Visa and MasterCard accepted. Sorry, online orders not available in Canada. *One free gift with paid subscription.



NINTENDO POWER
INTRODUCING
MINORITY REPORT
SAVE OVER 66%
OFF THE NEWSSTAND COVER PRICE.

CONTENTS

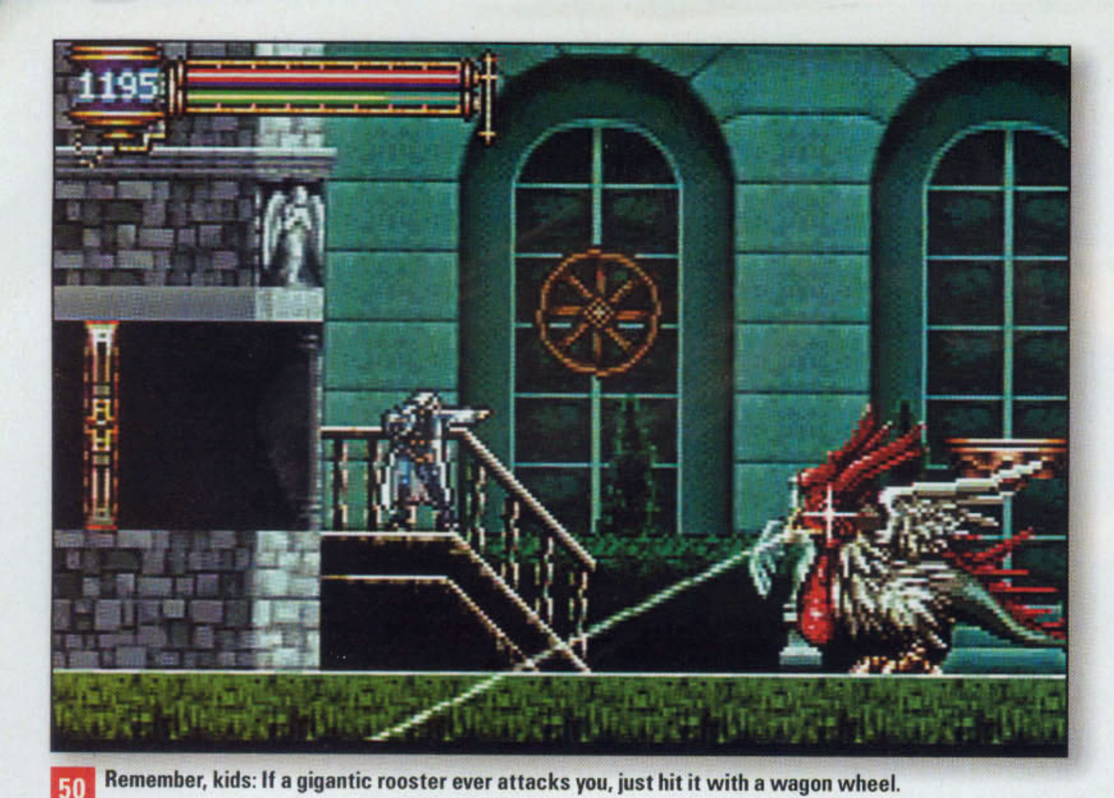
VOLUME 168—MAY 2003

GAME STRATEGIES

SPECIAL FEATURES



32 Jeez, that guy is huge! Better do what he says.



50 Remember, kids: If a gigantic rooster ever attacks you, just hit it with a wagon wheel.

DEPARTMENTS



58 Sam Fisher always gets a table for one.



72 There's too much Flubber in our boots, angry rebel-type person! Hoi, glabin!





VOLUME 168—MAY 2003

Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.40 per year in the U.S.A. ($71.40 in Canada).

PLAYER'S PULSE

You're in for a treat in this issue's Player's Pulse. You'll find songs, a story and all the latest info you want to know. We've never seen such an enthusiastic response to a Write Away, Right Away as we did this month. Check out the library of your Animal Crossing town tunes on page 12.

NP ODDS AND ENDS

I've wondered why at the end of every strategy [article] there is a sort of afterword and at the end of that, there is a little mushroom. I understand that with Mario games, but with Zelda games, why not a triforce sign? Really all I'm wondering is, what's with the mushroom?

Andrew Nyberg
Minnesota

The mushroom is NP's signature icon to indicate the end of an article. A triforce symbol for Zelda articles though, hmm? Thanks for the idea!

Hey NP Krew! I have a question that's been bothering me for a while. How do you get the info for the Power Charts? I mean, if the Player's Choice list is the players' favorite games, shouldn't the Top-Selling list mirror that? I mean, in Volume 166, Animal Crossing is the 3rd Player's Choice game, but it's number 7 on the Top-Selling list. How can this be?

Josh Comeau
Virginia

The Player's Choice list comprises the NP Krew's top game picks each month, while the Top-Selling list is actual sales data provided by NPDFunworld. Naturally, what we most enjoy playing and what sells best can differ.

I have seen your screen shots in articles, and I was wondering—is it legal to take screen shots and publish them in a magazine or website without permission?

Jesse Flemming
Via the Internet

NP does have to get permission to take screen shots of any games that are not yet released—there are many legal issues surrounding unreleased games. Magazines and websites don't have to get permission to take screen shots of released games, though.

There's a small topic I need to speak out on. Other video game review sources I've seen (like other magazines or newspapers) tick me off quite a bit. When you guys review games, the other sources seem to have at least a one-star-off grade. Seeing that makes me have huge outbursts. I still think you guys are the top in reviews, but do you ever disagree with other sources, or even your fellow reviewers?

XanderC
Via the Internet

NP Krew members agree about how games should be rated, but each evaluator has his or her own game-related likes and dislikes—which is why we print the Critical Mass section at the end of Now Playing. While we can't say how other publications go about reviewing games, we've been surprised to see some of their scores.

BAD PLAYER, BAD BAD

Is it true that if you beat Metroid Fusion in under two hours with 100% of the items that Samus takes off her whole suit?

Matt Creek
Via the Internet

Samus said something about giving you an up-close and personal look at the end of her Plasma Beam when she heard that rumor. Samus never disrobes completely.

I was looking at a site to find release dates for upcoming games. I was scrolling down and I see the title "Mario XXX." Uh, that's not going to be a real game, is it? An X-rated Mario game would be a disgrace, not to mention downright creepy.

FuryAvatar9
Via the Internet

Eww! No, no, no and no. Rest assured that there will never be an X-rated Mario game created or licensed by Nintendo.

GBA & GBA SP HOT TOPICS

I know someone who seems to think that the GBA e-Reader already contains the programming data for each game and the dot code only triggers its memory of what game to load. For some insane reason, he won't be convinced otherwise and has trouble believing that an entire game could be stored in that tiny dot code. Please, tell me the truth and prove me right to shut him up.

Adrian Zongrone
Via the Internet

You are correct. Each e-Reader card contains data in dot-matrix form for the e-Reader minigames.

Is the GBA SP e-Reader compatible? It doesn't really look like it to me in the photos I've seen in the latest NP issues. I couldn't even see the EXT port. I reckon it's in the back of the unit. But, if that is the case, how can the e-Reader be compatible when the Game Pak slot is on one side and the EXT port is on the other?

BobRat700
Via the Internet

I was looking at the pictures of the new GBA SP the other day, and I noticed something. The port you put the Link Cable into isn't on the bottom by the cartridge slot. Will I not be able to use my e-Reader if I get a GBA SP because of that?

Ethan Shook
Via the Internet

Oh ye of little faith! We wouldn't design a system that excluded everyone's beloved e-Reader, now would we? The genius designers here at Nintendo built the connection into the system, so you don't need a cable to connect your e-Reader to a GBA SP. It's as simple at that!

I was reading about the Game Boy Player accessory for the GCN in your January 2003 issue and noticed that it said most Game Boy games will work on it. Most?!? Does this mean that some Game Boy games won't play on it? Can you tell us what games, if any, won't work and why?

Taylor Carlson
Via the Internet

The reason we say "most games" is that there are some games that will not work because of their design. Rumble features, infrared features and tilt sensors won't function in the Game Boy Player. One example of a game that would be impossible to play in the Game Boy Player is Kirby's Tilt 'n' Tumble because a tilt sensor is built into the Game Pak.

ANIMAL CROSSING SIGHTINGS

I have strange symbols in my museum's aquarium section in Animal Crossing. It seems to be a musical score, like in The Legend of Zelda: Ocarina of Time. I want to know what the meaning of these symbols is.

Philippe "BOWi" Morin
Via the Internet

We're assuming you mean the symbols that appear on the little plaques on the fish tanks. Those symbols indicate your name and what fish are in each tank. It's no wonder you can't read them, though—they're in Animalese!

I was browsing through the Nintendo Power Award Nominations when I saw that Tom Nook was listed as a villain. This reminded me of one night when I was playing Animal Crossing. I began to talk to my brother about how Hopper, Wart Jr., Lulu, Rizzo and Chow were all in the mafia, and that Tybalt, Tad, Hambo and I were the good guys. We agreed that Tom Nook was the mafia boss and Resetti was in the CIA. So, is this true? Is there an Animal Crossing mafia and is Nook the boss?

Eric Zuzzi
New Jersey

Nook threatened to "make us pay" if we said anything. . . .

LETTER OF THE MONTH



The following story is about an occurrence that happened to Link between Majora's Mask and The Wind Waker. I hope you enjoy it!

It was a beautiful autumn day as our hero, Link—clad in a green tunic—walked through the forest. Link had been having dreams for the last month that told him to walk to the heart of the forest on this day to receive the greatest gift of all. Link had pondered the dream since it first began to reoccur. He conversed with his grandma about what to do. She convinced Link to go to the forest, but told him to leave if he sensed danger.

Link began to breathe heavily as he neared the center of the forest—his heart raced with anticipation the closer he got. One hundred paces later, he was a mere fifty feet from the center. With every step he took he noticed a large flower appear and become more vivid. Link finally reached the flower and noticed the bright blue petals were covering an object.

The petals slowly began to open and a deep, booming voice erupted from the sky. "Link, you have hoped and hoped since you were a young child for a companion. Because of your services to the land in the past, we, the seven sages, have decided to answer your prayers as thanks for saving the land on more than one occasion. Take care of the great gift, Link. Treasure it forever. Good-bye."

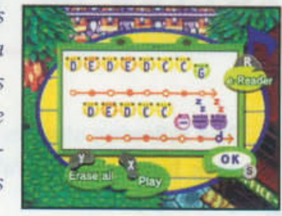
The booming voice disappeared as the petals opened, revealing the object previously hidden inside. Link was shocked to see that the object wasn't an object at all—it was a baby girl. A smile slowly spread across Link's face as he picked up the girl and held her in his arms. "You shall be called Aryll, for you have come from an Aryll flower," Link said. Link walked out of the forest with his new baby sister in his arms. Link had indeed received the greatest gift of all—someone to love and cherish forever.

Jeffrey Lambert
Minnesota

What a beautiful and heartwarming story! Thank you for sharing your idea of Aryll's origin with everyone, Jeffrey. Note: Please remember that any fan fiction submitted to Nintendo Power is subject to editing, and please try to keep your works short!



ANIMAL CROSSING TOWN TUNES



We received hundreds of responses to this month's Write Away, Right Away. Here are a few of the best Animal Crossing Town Tunes you sent us—the names displayed are those who sent us the tune, not necessarily the composer. The one shown to the right is Dr. Mario's Theme Song, courtesy of Bobshenova.

AC Rock by Joe Efrein
EGfEcbBeBeeGegAa — Joe Efrein, New York

Across the Stars from *Attack of the Clones*
BBBB--G--A-B-AB- — Kristin Diamond, Via the Internet

All the Small Things by Blink 182
eczzgbczzeczzbcz — Dusty Smith, Kansas

***Austin Powers* Theme Song**
cAAffzfzcAAffzfz — Argarbb, Via the Internet

Balloon Fight Theme Song (NES)
dzzfAdzzDAczcAbz — Pokecard5, Via the Internet

Beethoven's Fifth Symphony
ccca---zbbbg---z — Justin Smith, Kentucky

Bolero of Fire from The Legend of Zelda: Ocarina of Time
fdfdAfAfGeGeBGBG — Matt, Via the Internet

Darth Vader's Theme Song
aaazfCazfCaEEEfC — AnimalManiac, Via the Internet

Danny Boy
g-c-d-e-deagedca — Jim, Via the Internet

Ding Dong Merrily on High
CCDCACG-GACCBC-C — Bsblplyr47, Via the Internet

Dr. Mario's Theme Song
DEDEDCCGDEDCC-zz — Bobshenova, Via the Internet

Dragon Town Tune by Todd3532
egGfcadfAdAGfdcc — Todd3532, Via the Internet

Epona's Song from The Legend of Zelda: Ocarina of Time
DBA-DBA-DBA-BAA- — Gliliu2, Via the Internet

***The Flintstones* Theme Song**
GcCAGcGfeefGcdez — Craig Carlyle, Via the Internet

Good King Wenceslas
fffGffc-dcdef-f- — Leif Sundberg, Minnesota

Grand Old Flag
Gec-c-c-agcd-bc- — Striker2587, Via the Internet

Happy Camper by Fiona Burgess
eg-eg-cgacac-CGG — Fiona Burgess, Oregon

Jingle Bells
BBB-BBB-BDGAB--z — Lilmatt540, Via the Internet

***Jurassic Park* Theme Song**
cg-da-abccbga--- — Matt Sampson, Pennsylvania

Kirby's Theme Song
D-A-fed-defdcda- — Peach64, Via the Internet

Mario's Theme Song
ee-e-ce-G--zg--z — William Montgomery, Via the Internet

Minuet of Forest from The Legend of Zelda: Ocarina of Time
dDB----ABA---zzz — Walt R., Ohio

Ode to Joy by Beethoven
bbcddcbaggabagg- — Ronnie N. and Mark E., Via the Internet

Onett Theme from EarthBound
fACB-C-CCG-A--zz — John Wilkins, Via the Internet

Prelude of Light from The Legend of Zelda: Ocarina of Time
CG-CGAC-cg-cgac- — Christine Samillano, Via the Internet

Professor Elm's Lab Theme Song
f--efefGA--fc--z — Cassandra Ramos, Via the Internet

Saria's Song from The Legend of Zelda: Ocarina of Time
FAB-FABED-BCBGe- — Animal Crossing Freak, Via the Internet

Serenade of Water from The Legend of Zelda: Ocarina of Time
a-zc-ze-ze-zG-zz — SuperSmashBro23, Via the Internet

Song of Time from The Legend of Zelda: Ocarina of Time
AdfAdfACBGfGAd-- — Lon Bergen, Via the Internet

***Star Wars* Theme Song**
c-g-fedC-G-fefdz — MooCow, Via the Internet

Take Me Out to the Ball Game
cCAGeG-d--cCAGeG — John Clucas, Illinois

Tetris Theme Song
e-bcd-cba-ace-- — The Banana, Via the Internet

***The Simpsons* Theme Song**
f-ABDC-Afdbbbc-- — Thomas Steeves, Via the Internet

Three Blind Mice
b-a-g-zzb-a-g-zz — Elliott Davis, California

Toad's Theme from Super Mario 64
AAAAC-C-B--CD--z — Dan Kypers, Via the Internet

Toy Symphony
c-edc-Gfe-AGGfez — Chris Chung, Massachusetts

Yellow Submarine by The Beetles
GGGAddd-ddd-ccc- — Chris Weber, Via the Internet

Yoshi's Story Theme Song
ggggGzggzezgc--z — Evan King, Via the Internet

Zelda Fanfare from The Legend of Zelda: Ocarina of Time
G-d--GGABCD---zz — Ethan P. Young, New York

Zelda's Lullaby from The Legend of Zelda: Ocarina of Time
bda-bda-bdAGd-d- — pidgebeetle, Via the Internet

WRITE AWAY. RIGHT AWAY

How is everyone enjoying The Legend of Zelda: The Wind Waker? You've had a little over a month to play the new Zelda title and we want to hear from you! Do you like the game? Do you hate it? Who is your favorite new character? Tell us everything. Consult the 411 section on page 142 to find out where to send your thoughts.

Border Art Provided By:
Harold J. Annabel IV, Mississippi
Anonymous, Idaho
Sailor Astro, Massachusetts
Shane Batistich, California
Gage Boss, Illinois
Eddie Chen, New York
Rita Dugas, Texas
Justine Oliver, California
Whitney Pace, Indiana
Joshua Pomeroy, Indiana
Erica Pridgen, Oregon
Amanda Sawyer, Ontario
Leif Sundberg, Minnesota

PLAYER'S PULSE ARTIST'S GALLERY



Daniel Petel • Quebec



Sara Gonzales • Texas



Stefanie Dao • Iowa

Amanda Worsley • New Jersey

Sam Heywood • Ohio



POWER CHARTS. 168

Nintendo GameCube

Metroid Prime returns to number one on the sales chart this month, but with The Wind Waker's recent debut, Ms. Aran's second reign at the top could be short-lived. Both games remain NP Krew favorites, along with Ikaruga.

TOP-SELLING GAMES* NINTENDO GAMECUBE

	Title	Prior Position	Months on Chart
1	METROID PRIME	2	4
2	MARIO PARTY 4	3	5
3	SUPER SMASH BROS. MELEE	5	15
4	THE LORD OF THE RINGS: THE TWO TOWERS	1	2
5	RESIDENT EVIL ZERO	15	4
6	NBA STREET	•	3
7	STAR FOX ADVENTURES	19	6
8	ANIMAL CROSSING	4	6
9	SKIES OF ARCADIA LEGENDS	8	2
10	SUPER MARIO SUNSHINE	7	7
11	SONIC MEGA COLLECTION	6	4
12	MEDAL OF HONOR: FRONTLINE	20	3
13	GODZILLA: DESTROY ALL MONSTERS MELEE	11	4
14	LUIGI'S MANSION	•	12
15	SONIC ADVENTURE 2: BATTLE	•	10
16	PHANTASY STAR ONLINE EPISODE I & II	13	3
17	NASCAR THUNDER 2003	•	1
18	TY THE TASMANIAN TIGER	•	1
19	NBA LIVE 2003	•	1
20	JAMES BOND 007: NIGHTFIRE	12	4

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* NINTENDO GAMECUBE

	Title	Prior Position	Months on Chart
1	THE LEGEND OF ZELDA: THE WIND WAKER	1	4
2	METROID PRIME	2	11
3	IKARUGA	5	2
4	SKIES OF ARCADIA LEGENDS	3	6
5	BURNOUT 2: POINT OF IMPACT	•	1
6	RED FACTION II	•	1
7	SUPER MARIO SUNSHINE	6	10
8	THE LORD OF THE RINGS: THE TWO TOWERS	4	6
9	TIGER WOODS PGA TOUR 2003	14	3
10	ANIMAL CROSSING	7	11
11	WARIO WORLD	•	1
12	THE SIMS	11	2
13	LOST KINGDOMS II	10	2
14	TOM CLANCY'S SPLINTER CELL	•	1
15	X2: WOLVERINE'S REVENGE	•	1
16	RESIDENT EVIL ZERO	9	7
17	ETERNAL DARKNESS: SANITY'S REQUIEM	•	6
18	NHL HITZ 20-03	17	3
19	TIMESPLITTERS 2	12	11
20	JAMES BOND 007: NIGHTFIRE	19	4

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

MOST WANTED

	Title	Platform	Prior Position	Mo. on Chart
1	FINAL FANTASY: CRYSTAL CHRONICLES	GCN	1	5
2	SOUL CALIBUR II	GCN	•	1
3	HARVEST MOON: A WONDERFUL LIFE	GCN	2	9
4	FINAL FANTASY TACTICS ADVANCE	GBA	3	4
5	KILLER 7	GCN	•	3

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

Game Boy

There are a whopping three Yu-Gi-Oh! titles on the sales chart this month, and the popular franchise shows no sign of slowing down. Expect a certain yellow electric mouse to give Yugi a run for his money next month, though.

KEY: GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES* GAME BOY

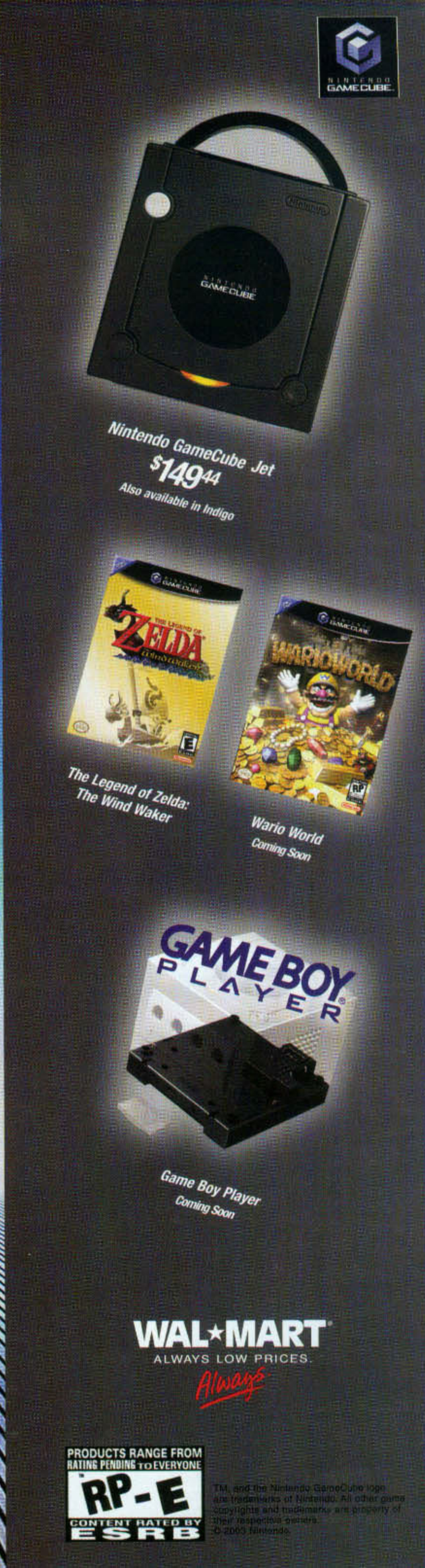
		PRIOR POSITION	MONTHS ON CHART
1	YU-GI-OH!: DUNGEON DICE MONSTERS	•	1
2	YU-GI-OH!: THE ETERNAL DUELIST SOUL	1	5
3	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	2	3
4	KIRBY: NIGHTMARE IN DREAM LAND	5	3
5	YU-GI-OH!: DARK DUEL STORIES	4	10
6	HARRY POTTER & THE CHAMBER OF SECRETS	•	1
7	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	6	6
8	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	9	14
9	METROID FUSION	3	4
10	SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN	•	4

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	GOLDEN SUN: THE LOST AGE	1	3
2	CASTLEVANIA: ARIA OF SORROW	5	2
3	ADVANCE WARS 2: BLACK HOLE RISING	•	1
4	WARIO WARE, INC.: MEGA MICROGAMES	7	2
5	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	3	11
6	METROID FUSION	2	11
7	POKéMON RUBY AND POKéMON SAPPHIRE	4	4
8	LUNAR LEGEND	6	5
9	CAR BATTLER JOE	9	6
10	BRUCE LEE: RETURN OF THE LEGEND	10	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.



GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS



Soul Calibur II promises to be one of the hottest titles of the year, and the Nintendo GameCube version is shaping up to be the best, thanks to a kid named Link.

THE SPOTLIGHT

Wario World



Wario's big fat greed-fest is coming to Nintendo GameCube next month. This month we introduce you to the lovable rogue.

Viewtiful Joe



Capcom's Viewtiful Joe is as much fun to play as it is to look at. We've had a sneak peek at the GCN marvel, and now it's your turn.

Ultimate Muscle



Bandai's wrestling games for GBA and GCN are out of this world! They feature huge moves, great graphics and outrageous taunts.

Burnout 2: Point of Impact



Acclaim's risk-taking racer was a smashing success last year, and this year's sequel is headed for even more fun and destruction.

The Incredible Hulk



He's a lean mean, green machine. Universal Interactive's Hulk for GBA takes you back to the enraged one's comic book origins.

Iridion 2



Once again the Iridion empire threatens human space. Majesco brings a classy update to its space-shooter series.

THE GAMING NEWS FOR MAY 2003

EA AND NINTENDO CONNECT

Nintendo is bolstering third-party support for the Nintendo GameCube by collaborating with Electronic Arts on approximately 20 games over the next 12 months. In addition to several big EA Games hits, many games from EA Sports, such as Madden NFL 2004, FIFA 2004 and Tiger Woods PGA Tour 2004, will feature connectivity between Nintendo GameCube and Game Boy Advance. Shigeru Miyamoto of Nintendo will lend his creative expertise to the development effort for the connected games. Now that's a connection worth making.

AND THE WINNERS ARE . . . ?

Animal Crossing and Metroid Prime were among the big winners at the Academy of Interactive Arts and Sciences (AIAS) and the International Game Developers Association awards ceremonies. Animal Crossing won three awards in AIAS voting, including Console RPG of the Year, Innovation in Console Gaming and Outstanding Achievement in Game Design. Metroid Prime took the AIAS honor for First-Person Action Game of the Year. Eternal Darkness: Sanity's Requiem, Metroid Fusion and Mario Party 4 also received AIAS awards. Metroid Prime earned Game of the Year at the Game Developers Choice Awards. MP also snagged the award for Excellence in Level Design. Congrats to all the winners!

SOLID NEWS FLASH

Action fans at a press conference in Europe must have been bowled over when they heard Shigeru Miyamoto mention that Konami was working on a Metal Gear Solid game for Nintendo GameCube. We'll have further details soon.

AN ITALIAN JOB FOR EIDOS

Eidos will release a GCN game based on *The Italian Job*—a film about a mastermind thief whose partner double-crosses him. Both the film and game will be released this summer.

HOT OFF THE WIRE

Activision is using the Tony Hawk's Pro Skater 4 engine to create Disney's Extreme Skate Adventure, which will feature characters from *Toy Story 2*, *Disney's Tarzan* and *Disney's The Lion King*. The skate parks will be based on settings from the films, such as Pizza Planet from *Toy Story 2*. Expect extra cheese. Ma Jackson has to choose which of her four children will inherit her Big Mutha Trucking company in the GCN's Big Mutha Truckers from THQ and Empire Interactive. Activision and Luxoflux are bringing the gritty side of the City of Angels to GCN in True Crime: Streets of L.A. The same duo will be bringing the fairy tale world of *Shrek 2* to GCN and GBA later this year.

RETURN OF A PRINCE





The original Prince of Persia introduced advanced animation to 2-D, side-scrolling platform games. The new Prince of Persia is a 3-D adventure with action moves inspired by the movie *Crouching Tiger, Hidden Dragon* and Jet Li's action flicks. *The Arabian Nights* was required reading for the development team at Ubi Soft's Montreal studio. The result is a spectacular GCN creation coming this summer.

ICE IN YOUR VEINS





First-person shooters are coming into their own on GBA. BAM! Entertainment's Ice Nine takes place in a 3-D representation of Washington D.C., and features dynamic lighting, 10 weapons and gadgets, multiplayer modes for two to four agents and a twisting plot that involves a sophisticated computer virus and conspiracy in high places. The covert ops are scheduled to begin this summer.

COMMANDING GOBLINS

Chris Millar, one of the developers of Jaleco's upcoming Goblin Commander: Unleash the Horde for GCN, told Game Watch that the game's design was inspired in part by Pikmin. The development team wanted players to be able to round up large numbers of characters and command them in an intuitive way. "We want it to be more of an action game than a resource-management game," said Millar, who knows a thing or two about such titles, having worked on Warcraft and StarCraft games. Although commanders will burn forests and smash buildings to find gold, Goblin Commander is all about moving the troops and winning missions using the five goblin clans.





SEGA HATCHES AN ADVENTURE

Who is Billy Hatcher, and why does he have a giant egg? Sega will answer those two questions this fall when it releases a GCN-exclusive game featuring a chicken-and-egg situation. Billy Hatcher and the Giant Egg is a 3-D adventure from Yuji Naka—the creator of Sonic the Hedgehog. The story involves a young hero named Billy Hatcher, who must collect, nurture and hatch giant eggs then use the special animals that hatch from the eggs to solve puzzles, navigate worlds and combat enemies. There's even a multiplayer battle for up to four players. Needless to say, we're quite eggcited.





SPY STORIES

Midway recently announced two GCN titles that will be released later this year. The top screen shot was taken from SpyHunter 2, which boasts a new car with different transformations, 16 missions with giant boss battles and several powerful never-before-seen weapons. ESPionage is a third-person adventure for GCN in which the protagonist is a special agent with psychic powers, such as telekinesis and the power to drain an enemy's brain.





DRAGON BALL Z RETURNS TO GBA

Dragon Ball Z: The Legacy of Goku 2—Future Shock is the sequel to last year's best-selling adventure. This year's game is four times bigger and lets you control five characters—Goku, Gohan, Piccolo, Trunks and Vegeta—instead of one. With more than 200 maps to explore, it looks like it's going to be another Dragon Ball Z summer.







SOUL CALIBUR II

Game Type: Fighting
Publisher: Namco
ETA: August 2003
System: Nintendo GameCube

Soul Calibur II will hook you from the opening cinematic sequence and never let you go. Namco's incomparable fighter combines exquisite graphics, intense fighting and a staggering number of modes and options. Even the musical score will stir your soul to action. Eight new characters unsheath their metal in SC II, including Link in his first-ever appearance in a game not produced by Nintendo. Link is just one of 20 awesome fighters in the GCN version of Soul Calibur II. When you add an intuitive control scheme that accommodates pros and newbies, you've got one of the most amazing games of recent years. Are we fans? Do ducks quack? This is just the start of our coverage of Soul Calibur II. The real excitement begins this August when you too can challenge the greatest weapon masters in the world for supremacy. See you then.



Screen shots can't do justice to the amazing animation. The arenas aren't exactly shoddy, either.



Necrid, a new fighter in the series, was created by Todd McFarlane Productions.



Ranged attacks add to the battle strategy. Link can use the C Stick to launch his boomerang.

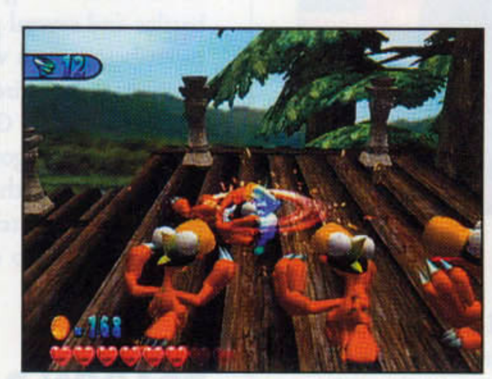


The two-player Vs. mode is just one of seven game modes. Rookies can start in Practice mode.

WARIO WORLD

Game Type: Action
Publisher: Nintendo
ETA: June 2003
System: Nintendo GameCube

Nintendo's anti-hero, Wario, battles a bevy of comical baddies in the 3-D brawler developed by Treasure. What could be worth so much effort? An evil gem has transformed Wario's treasure into monsters, and Wario is determined to win it back. Wario greedily collects gems, coins and other goodies in wonderfully twisted worlds.



Wario punches, stomps and tosses enemies, but the baddies return when he leaves an area.



Wario's treasure has been turned into monsters. He must defeat them to reclaim his booty.

VIEWTIFUL JOE

Game Type: Action
Publisher: Capcom
ETA: Summer 2003
System: Nintendo GameCube

Viewtiful Joe is a brilliantly wacky side-scrolling fighter that mixes movie themes with a one-of-a-kind fighting system. You begin the game as an average Joe, but you'll soon learn your true power as a superhero. The slow-motion and hyper-speed fighting elements really help you shine when you're in a tight spot.



Joe begins his superhero workout fighting an odd assortment of enemies. For Joe, slow is good.



The cel-shaded graphics are as innovative and cool as the unique fighting system.

THE INCREDIBLE HULK

Game Type: Action
Publisher: Universal Interactive
ETA: June 2003
System: Game Boy Advance

In a tragic accident, Dr. Bruce Banner is exposed to dangerous Gamma radiation and transformed into a powerful but primitive humanoid known as The Incredible Hulk. The GBA action game is based on the original Marvel comic book series, unlike the Nintendo GameCube Hulk title, which is based on the upcoming movie. Guided by Dr. Banner's internal voice, the Hulk smashes through military bases and underground cities—33 levels in all—on his way to a final showdown with another creature that was transformed by an encounter with Gamma radiation. There's even a multiplayer option so up to four linked Hulks can battle each other.



The Hulk makes a mess of the military base where he has been held since he transformed.



Our green hero must explore a dangerous world in which everyone seems bent on his destruction.



Many of the objects in the open environments take damage when The Hulk pounds on them.



With full rage, The Hulk performs super feats of strength. The puny tank has no chance.

IRIDION II

Game Type: Space-Shooter
Publisher: Majesco
ETA: May 2003
System: Game Boy Advance

The Iridion menace returns to the Alpha Galaxy 100 years after being defeated in the original Iridion game for GBA. The new battle encompasses 16 missions, includes new power-ups and presents an all-new 3/4 perspective view. The action is often frantic and always fun.



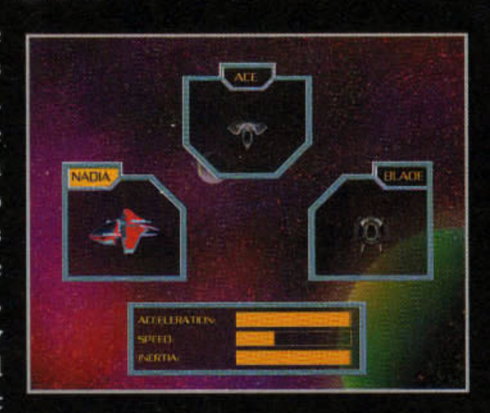
You'll navigate your SHN fighter through planetary levels that are swarming with Iridion ships.



The new perspective gives the game a simulated 3-D appearance. Pretty.

PROJECT: DIGIPEN

Terra Forces is a top-down-perspective space-shooter in which the player defends Earth from an onslaught of alien invaders. Piloting one of three models of space fighter, players dodge enemies and return fire with a variety of weapons. Adding to the strategy, each of the three ship models has specific abilities and limitations. The game is filled with explosive collisions, intense game play and an incredible array of futuristic weapons. Piotr Mintus created this month's showcase in his senior year at DigiPen using ShockWave 8.5.1.





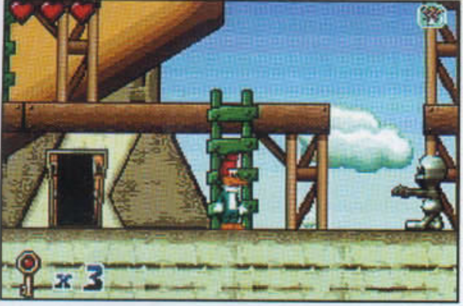
For more information on DigiPen and to download a copy of Terra Forces to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

MAY GALLERY OF GAMES

May's gallery is filled with wacky sports, wacky racing, wacky wrestling and a pretty wacky woodpecker. We're also providing some sneak peeks of Ubi Soft's serious shooter and the first fishing simulation for Nintendo GameCube. Each game is a catch in its own right.

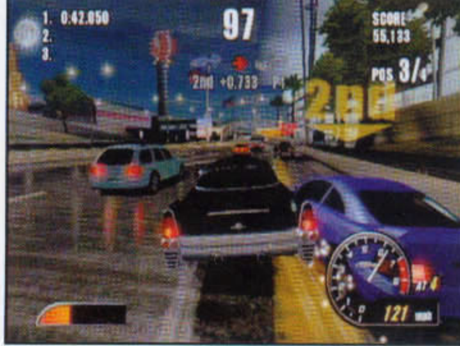



XIII
Ubi Soft's stylish cel-shaded shooter may be one of the most anticipated titles of the year. The plot revolves around conspiracy and mysteries. Look for the GCN thriller this fall.



Woody Woodpecker in Crazy Castle 5
Woody Woodpecker must save Fairy World in a GBA platformer from Kemco. You'll explore five elemental worlds, collecting items and keys before heading to the Crazy Castle.





Burnout 2: Point of Impact
The original Burnout from Acclaim featured excellent play control and spectacular crashes. Burnout 2: Point of Impact for GCN does it again, only better. The tracks are bigger than in the original, plus there are custom-tuned engines, secret challenges and an improved Burnout meter. Best of all, the crash animations are even more outrageous than before.



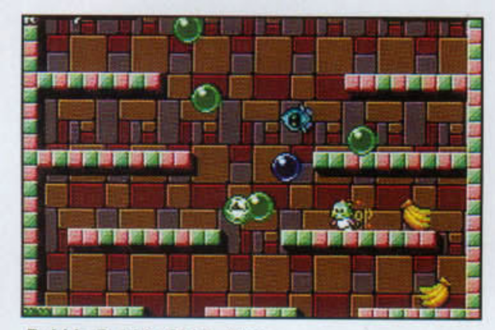
Shrek Super Party
More multiplayer board-game madness is on its way to the GCN. Shrek and friends must collect bug juice and compete in 30 frenzied minigames.



Disney Sports Basketball
Konami and Disney hit the hardwood in a wild, two-on-two basketball game. More than 25 magic items give you the moves to be an all-star.



Top Angler
Xicat's bass-fishing simulation offers realism above and below the water's surface. There are four modes, including a tournament.



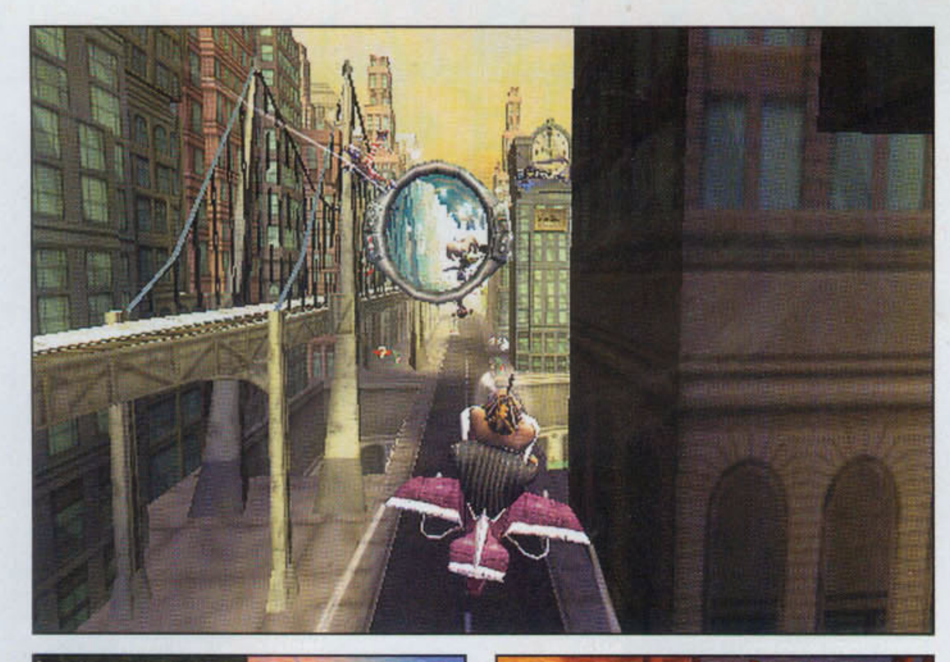
Bubble Bobble Old & New
The original Bubble Bobble and an updated version share space in the new Game Pak from Empire Interactive. It's puzzle action at its best.



Spirits & Spells
In Dreamcatcher's Halloween-inspired platformer, two playable trick-or-treaters—a witch and a demon—are in search of their friends.



Disney/Pixar's Finding Nemo
THQ and Vicarious Visions have crafted a gentle underwater adventure based on the Disney/Pixar movie about a little fish named Nemo.




Freaky Flyers
Midway takes to the skies this July with a wacky racer for the GCN. In this month's Developer Profile, we asked the development team at Midway what went into the making of the multifaceted game.





Ultimate Muscle
When it comes to outrageous throws and slams, the wrestlers of the WWE can't hold a candle to the cartoon combatants of Ultimate Muscle. Bandai has packed the GCN grappler full of great animation and voice talent, and a solid fighting engine makes the game a winner. Whether or not you follow Kid Muscle's exploits on TV, you owe it to yourself to take a look at Ultimate Muscle this June on Nintendo GameCube and Game Boy Advance.



DEVELOPER PROFILE

Midway's Freaky Flyers for Nintendo GameCube has been in development for close to four years. What's behind the monumental effort? We went straight to the source at Midway to find out what makes Freaky Flyers such a special project.

Developer: Midway Home Entertainment Inc.

Respondent: Jeffery Buchanan, Producer

GW: How do you describe Freaky Flyers to people who haven't heard about the project?

JB: Freaky Flyers is a 3-D aircraft kart-racing adventure game. It lures players with five modes, 13 main characters and a hilarious sound track featuring more than 12 original songs. Four challenging minigames, six dogfight tracks and eight gigantic racetracks create a great environment for aerial racing and combat that will bring players back time and time again.

GW: What did you set out to accomplish when you started developing the game?

JB: The goal was to make a character-based aerial kart racer that was as fun as a traditional racing game and provided much more fun in the form of its freaky characters and their zany stories. We also wanted to give the player the ability to mix it up in Adventure mode, races, minigames and dogfights.

GW: What are the challenges in creating environments for a game that takes place in the sky? How did you overcome those challenges?

JB: The team balanced the freedom of being able to fly anywhere with the desire to keep players interested in accomplishing multiple objectives while engaging in a race. The Freaky team used a combination of terrain features in the environments, such as "stall heights" and boundary markers, to build levels that were gigantic and expansive but maintained the requirements of distinct courses for the game's racing modes.

GW: Can you give some examples of situations in which the environment figures into the game play?

JB: There are many places where players must deal with hazards in the environment or where they can use the environment against their enemies. In the Coyote Canyon level, for example, there are buttes that players can strategically shoot and knock over. If players are careful and time this correctly, the falling buttes can impede or completely stop passing opponents. The bandito gunners—also in the Coyote Canyon level—are an example of a hazard. The bandito's sole objective as part of the environment is to blaze away at and destroy passing aircraft.

GW: What games and movies have been the biggest inspirations for Freaky Flyers?

JB: The Freaky Flyers team has a lot of hard-core game players and movie buffs in its ranks. The story was written by writers from *The Simpsons* and *The Tick*. No one game or movie can be said to be the main inspiration for the game, but the team has drawn inspiration from many widely varying sources.

GW: Freaky Flyers is rich with character and story. Why are those elements so important to the game?

JB: Part of the draw for FF is its strong character content. With more than 30 characters in the game and over 90 minutes of full-motion video detailing their stories, we were able to add incredible depth to the game. The character and story really give the game emotion and a heightened sense of competition.

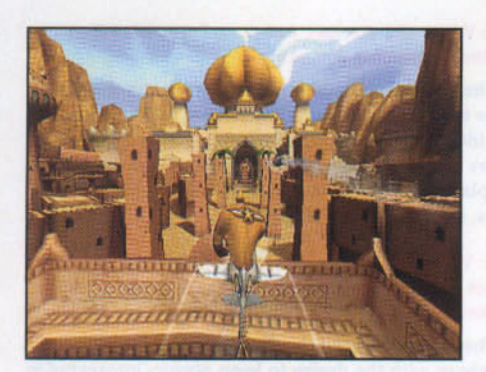
GAME WATCH FORECAST

GW: What has been the most crucial feature to get right to ensure that the game is fun?

JB: The most crucial feature for this game has been the tweaking of the controls—the flight dynamic—to ensure that the player has both a fun flying experience and the ability to meet the challenges of the racing and dogfighting.

GW: What role does music play in the game?

JB: Freaky Flyers has 13 original songs that go with the levels, plus there are both instrumental and wacky vocal tracks throughout the game. Most of the songs were written and recorded by members of the Freaky Flyers team.



Freaky Flyers action includes adventure races all over the world, dogfights and minigames.



The open 3-D environments, full-motion video and extras make FF a two-disc game.



The GCN version of Freaky Flyers will feature five unique characters. Midway plans to release the game at the end of July.

NINTENDO GAMECUBE

1080°: AVALANCHE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: JET FUSION
ALIAS
AQUAMAN: BATTLE FOR ATLANTIS
AREA 51
ARMY MEN RTS
BAD BOYS II
BATTLEBOTS
BIG MUTHA TRUCKERS
BILLY HATCHER AND THE GIANT EGG
BURNOUT 2: POINT OF IMPACT
CONFLICT: DESERT STORM
CROUCHING TIGER, HIDDEN DRAGON
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEF JAM VENDETTA
DIGIMON
DINOTOPIA
DISNEY/PIXAR'S FINDING NEMO
DISNEY'S EXTREME SKATE ADVENTURE
DISNEY SPORTS MOTOCROSS
DISNEY SPORTS SNOWBOARDING
DROME RACERS
DUNGEONS & DRAGONS HEROES
ENCLAVE
ENTER THE MATRIX
THE FAIRLY ODDPARENTS: BREAKIN' DA RULES
FIFA 2004
FINAL FANTASY: CRYSTAL CHRONICLES
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
FREESTYLE METAL X
F-ZERO
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GALLEON: ISLANDS OF MYSTERY
GLADIATOR
GLADIUS
GOBLIN COMMANDER: UNLEASH THE HORDE
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARVEST MOON: A WONDERFUL LIFE
HAUNTED MANSION
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
HITMAN 2: SILENT ASSASSIN
THE HOBBIT
HOT WHEELS: WORLD RACE
THE HULK
IMMORTAL WARRIOR
THE ITALIAN JOB
JACKED
JIMMY NEUTRON JET FUSION
JONNY MOSELEY MAD TRIX
KILLER 7
KIRBY'S AIR RIDE
LEGENDS OF WRESTLING 3
LOONEY TUNES: BACK IN ACTION
MACE GRIFFIN: BOUNTY HUNTER
MADDEN NFL 2004
MARIO GOLF
MARIO TENNIS
MASTERS OF THE UNIVERSE HE-MAN: POWER OF GRAYSKULL
MEGA MAN BATTLE NETWORK TRANSMISSION
METAL GEAR SOLID
MICRO MACHINES
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MTV'S CELEBRITY DEATHMATCH
NBA BALLERS
NBA JAM 2004
ONE PIECE: TREASURE BATTLE
PIKMIN 2
PILLAGE
PIRATES OF THE CARIBBEAN
PITFALL HARRY
P.N. 03
THE POWERPUFF GIRLS
PRINCE OF PERSIA: THE SANDS OF TIME
PROJECT BG&E
RALLY CHAMPIONSHIP
RESIDENT EVIL 4
RISK
ROCKET POWER: ZERO GRAVITY ZONE
ROLLING
SETTLERS
SHREK SUPER PARTY
SNOOD
SONIC ADVENTURE DX
SOUL CALIBUR II
SPEED KINGS
SPHINX
SPONGEBOB SQUAREPANTS
STARCRAFT: GHOST
STREET HOOPS
STREET KINGS
STREET RACING SYNDICATE
SX SUPERSTAR
TAK AND THE POWER OF THE JUJU
TEENAGE MUTANT NINJA TURTLES
TIGER WOODS PGA TOUR 2004
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY: THE WAR OF THE WHISKERS
TOP ANGLER
TRUE CRIME: STREETS OF L.A.
ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
UNITY
URBAN FREESTYLE SOCCER
VIEWTIFUL JOE
WARIO WORLD
WORMS 3
XIII
X2: WOLVERINE'S REVENGE
XGRA

GAME BOY ADVANCE

A SOUND OF THUNDER
ADVANCE WARS 2
AERIAL ACES
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BALDUR'S GATE: DARK ALLIANCE
BLACKTHORNE
BUBBLE BOBBLE—OLD AND NEW
BUFFY THE VAMPIRE SLAYER: RETURN OF THE DARK KING
CRAZY CHASE
CRAZY TAXI
CREATURES
CUSTOM ROBO GX
DEMIKIDS DARK
DEMIKIDS LIGHT
DISNEY/PIXAR'SFINDING NEMO
DISNEY PRINCESSES
DISNEY SPORTS MOTOCROSS
DONKEY KONG COUNTRY
DRAGON BALL Z: THE LEGACY OF GOKU 2—FUTURE SHOCK
EVOLUTION SKATEBOARDING
THE FAIRLY ODDPARENTS: BREAKIN' DA RULES
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMITSA ADVANCE
FINAL FANTASY TACTICS
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GEM SMASHERS
HARVEST MOON: FRIENDS OF MINERAL TOWN
HOT WHEELS: WORLD RACE
HYPERSPACE DELIVERY BOY
ICE NINE
THE INCREDIBLE HULK
IRIDION II
JET GRIND RADIO
KURURIN PARADISE
LADY SIA II
LITTLE LEAGUE BASEBALL 2003
LOONEY TUNES: BACK IN ACTION
MEGA MAN BATTLE NETWORK 3
MONSTER TRUCK MADNESS 2.0
MR. DRILLER ACE
NEED FOR SPEED
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE: GRAND BATTLE
PAINTBALL
PHANTASY STAR ONLINE CARD BATTLE
PITFALL HARRY
POWER RANGERS: WILD FORCE
RADIUM
RIVER KING
ROAD RASH
ROCKET POWER: ZERO GRAVITY ZONE
RUGRATS GO WILD
SCOOBY-DOO! THE MOVIE
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
THE SIMPSONS: ROAD RAGE
SONIC PINBALL PARTY
SPACE CHANNEL 5: ULALA'S COSMIC ATTACK
SPEED BALL 2: BRUTAL DELUXE
SPIRITS & SPELLS
SPONGEBOB SQUAREPANTS
SPY KIDS 2: ISLAND OF LOST DREAMS
THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
SUPERMAN: COUNTDOWN TO APOKOLIPS
TAK AND THE POWER OF THE JUJU
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEENAGE MUTANT NINJA TURTLES
TINY TOON ADVENTURES: SCARY DREAMS
TOM & JERRY IN INFURNAL ESCAPE
TOP GEAR RALLY
ULTIMATE MUSCLE: THE KINNIKUMAN LEGACY
U.S. OPEN 2002
VIRTUA TENNIS
WAKEBOARDING UNLEASHED
WARIO WARE, INC.: MEGAMICROGAMES
WILD THORNBERRYS: THE MOVIE
WIZARDRY: THE SUMMONING
WOODY WOODPECKER IN CRAZY CASTLE 5
X-BLADEZ: INLINE SKATER
X2: WOLVERINE'S REVENGE
YOSHI'S STORY
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.



Hey, I'm no thief! I just happen to look good in stripes!

YOUR SCREEN TEST CAPTIONS



Our line was Dirk the Daring never could put down a good book, even when he was in the middle of rescuing Princess Daphne.

Dirk always said, "You should never judge a book by its hover!" —*Calvin Hamilton*

Come any closer, and I'll cut out your appendix! —*Rion Dalby*

10,000 books, and not one on how to save a princess!!! —*Mario I.*

Okay, you know what? I'll get another book. —*Craig M.*

Now Dirk takes a break to read *50 Ways to Rescue a Princess.* —*Joel Nelson*

Dirk the Daring: "Ahhh, it flies!" Book: "Ahhh, it talks!" —*Daniyal Ahmad*

I guess whoever read that book just couldn't put it down. —*David Litton*

When the judge said he was going to throw the book at me, I didn't think he meant literally! —*Trenton Eccleston*

Watch it, Dirk! A paper cut can hurt more than a dagger through the heart. —*David Yewdentno*

I've done some light reading in the past, but this is ridiculous. —*Eric Bishop*

So, you say that if I get a library card, these random book attacks will stop happening? —*Wan soul*

There's that Player's Guide!!! Now, how do I get out of this library? —*J. Murat*

GAMING HISTORY 101

The Nintendo Entertainment System (NES) kicked off the modern age of console gaming with its North American release in 1985. By that time, several years had passed since the demise of the first generation of home consoles from companies such as Atari, and many observers considered the video game business to be a thing of the past. Then Nintendo stepped up with a gray box that looked like something you'd store shoes in, and suddenly gaming was back in the home. Almost 20 years later, the business that was revived thanks to the NES is bigger than Hollywood. The Power On editors thought it would be fun to take a trip back in time to see what games were released in the month of May during the NES days. May isn't in the peak season for launching games, but you may be surprised at some of the gems we uncovered, including the original Castlevania and the first Final Fantasy.

NES May Releases:

Burgertime, 1987, Data East
Castlevania, 1987, Konami
Ikari Warriors, 1987, SNK
Rambo, 1988, Acclaim
City Connection, 1988, Jaleco
Operation Wolf, 1989, Taito
Final Fantasy, 1990, Nintendo
Ninja Gaiden II: The Dark Sword of Chaos, 1990, Tecmo
Remote Control, 1990, Hi-Tech
Beetlejuice, 1991, LJN
Family Feud, 1991, Gametek
Flight of the Intruder, 1991, Mindscape
Monopoly, 1991, Parker Brothers
The Rocketeer, 1991, Bandai
Times of Lore, 1991, Toho
Race America, 1992, Absolute
Roundball: 2 on 2 Challenge, 1992, Mindscape
Wacky Races, 1992, Atlus
Kirby's Adventure, 1993, Nintendo



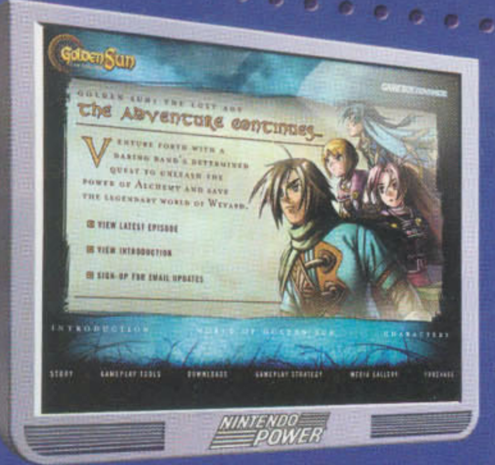
Video Game Hero's Guide to Mother's Day

Yes, video game heroes have mothers, too. Where do you think they got their sense of right and wrong and their impeccable taste in costumes? Most video game heroes learned a lot from their moms, but in some cases it seems that they weren't paying close enough attention. Here are a few of the bits of advice that perhaps our heroes should have taken to heart.

Wario's mom: Money isn't everything.
Yoshi's mom: Stop sticking your tongue into other people's business.
Kirby's mom: Don't waste your breath.
Sarge's mom: You may be a lean, green fighting machine, but you also need to eat all your plastics.
Rayman's mom: If you keep taking your arms and legs off, one day you're going to wake up and find that they're gone for good.
Simon Belmont's mom: If you're going to that castle, be sure to take some garlic.
Dr. Muto's mom: Get a haircut or everyone will think you're crazy!
Link's Grandma: If you take up with pirates, there's no telling where you'll end up.

Stellar Site for the Golden Sun Sequel

gameboy.com/goldensun



The website for The Legend of Zelda: The Wind Waker launched in March, and now Nintendo is debuting an equally ambitious site for Golden Sun: The Lost Age. The first Golden Sun game was epic; the sequel is just as massive. Because you'll get more out of The Lost Age if you understand the history, characters and Psynergy system, the website will provide an in-depth look into the world of Golden Sun. So whether you want a primer or just need to catch up on where you left off, catch some rays from the RPG's website when it launches in April.







Know what went down at the Venus Lighthouse and Mercury Lighthouse? The site will allow you to explore the Angara map in-depth to get a recap of the first Golden Sun's story.



The site divides each game into five episodes. By clicking on the part of the map that corresponds to each episode, you can zoom in on plot details and screen shots.



When the site launches, you'll be able to check out the fifth earth-shattering episode. Episodes six through 10, which also cover The Lost Age, will be added later.



Character sketches—which literally sketch themselves out as you watch—will reacquaint you with old characters and introduce you to new ones.

Break into the Biz with Wario

warioware.biz

Wario's upcoming GBA game, Wario Ware, Inc.: Mega Microgame$, makes frenetic game play out of split-second snippets. Have an idea for a microgame—whether sporty, stylin' or totally bizarre? Visit warioware.biz in the weeks leading up to the game's launch and submit your microgame idea. Nintendo might create an online version of your game that will glitz up Wario's website after his Game Pak hits stores in late May!

Glut Yourself on E^3 News

nintendo.com

During this year's Electronic Entertainment Expo (May 14 through 16), the video game industry's best-kept secrets will break into the open at last. Stay glued to Nintendo's website in the days leading up to the expo—and especially starting May 13, the day on which Nintendo will hold its huge press event. We'll have lots of breaking news during the big week, so check back often to catch the latest announcements!

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE SUBSCRIBER-ONLY CHAT!



The Fate of Weyard

In the original Golden Sun, you strove to stop Saturos and Menardi from activating the four Elemental Lighthouses that seal the power of Alchemy. In Golden Sun: The Lost Age, you play as a new group of characters seeking to activate the two lighthouses that remain (Saturos and Menardi activated the first two before they were defeated). Our heroes' motivations have yet to be revealed, but for good or ill, the fate of Weyard rests on their mission's success.

The Journey Continues

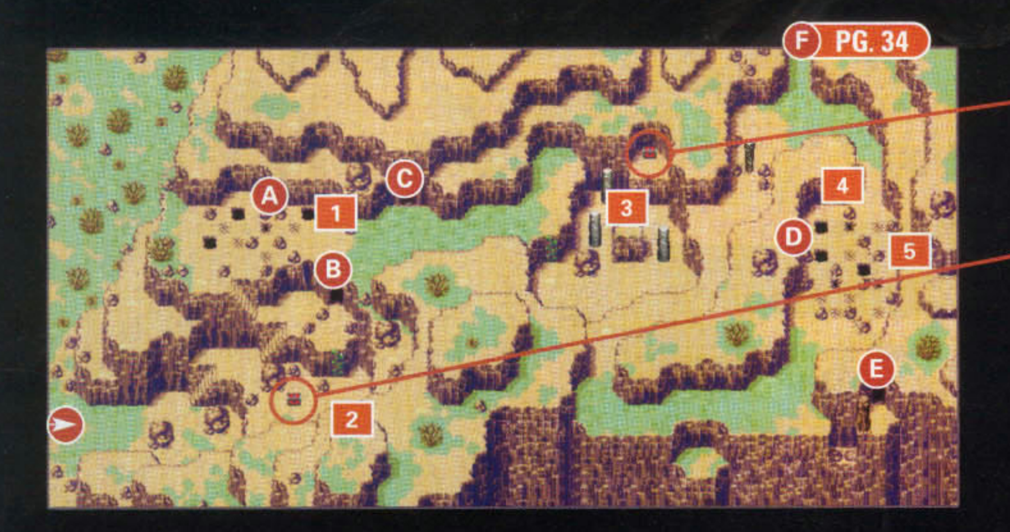
Last month, we helped you escape Venus Lighthouse, pass the test of Kandorean Temple and explore the depths of the Shrine of the Sea God. Our strategy coverage this month picks up when you exit the Shrine.





Dehkan Plateau

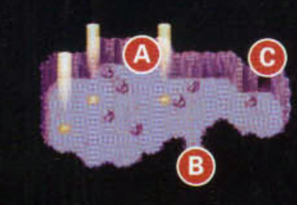
Before heading to Dehkan Plateau, return to Daila and approach the house at the east end of town to meet up with Alex. When you're ready to depart, follow the path that stretches east from the village. The road will continue across a bridge before it winds south then west across another bridge, before finally leading you to the plateau.



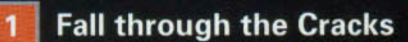
ELIXIR
Cures Delusion, Stun and Sleep

FULL METAL VEST
Standard armor that gives you Defense +21.

MINT
Permanently boosts Agility







1 Fall through the Cracks



Cracks in the ground riddle Dehkan Plateau. You can walk over the lighter cracks, but if you step on a deeper crack you'll fall. Fall through the first set of cracks to land in the cave below.

2 Grab the Full Metal Vest



Exit the cave through the south door, then climb down the vine and open the treasure chest to acquire the Full Metal Vest. Equip your newfound armor, then head back inside the cave and proceed through the north exit.

3 Fragile Pillars





The gray pillars crack the first time you jump on them. The second time, they crumble to the ground. Hop across the northernmost pillar to reach the elixir, then use the other pillars to get to the next section of the plateau.

4 Care for a Mint?



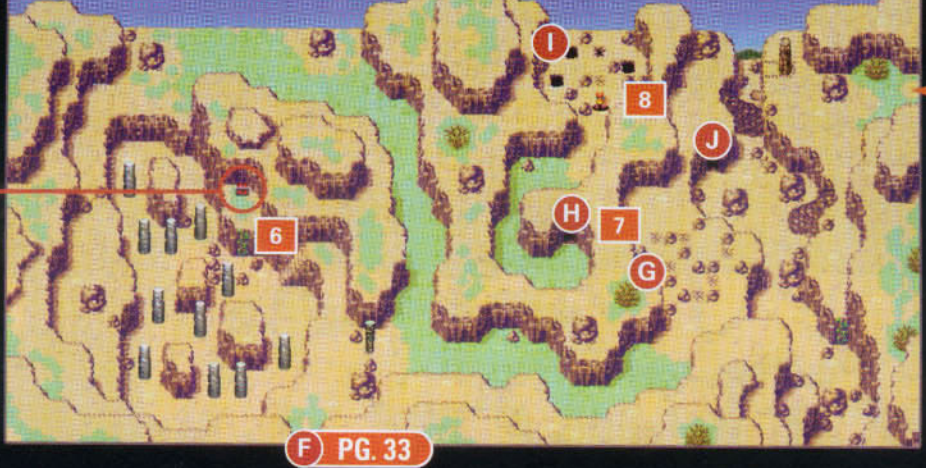


Fall through the crack as pictured above to land next to a treasure chest that contains a mint. To return to the second set of cracks (you have to get by them to reach the next area; see below), climb out of the cave, push down the pillar next to the exit and hop across.

5 Navigate the Cracks



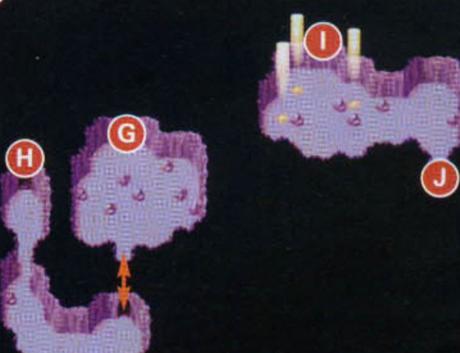
To get past the second set of cracks, start by stepping north across the bottom-middle crack, then north across the crack to your right. Next, jump over the hole ahead and to your right, then walk north across the northeastern-most crack.



6 The Axe of the Earth Goddess




Grabbing Themis' Axe requires taking a bit of a detour, but it's worth it. Hop west onto a pillar, west onto a mesa, west again onto a pillar, north onto a mesa and east onto a pillar. To make the last pillar crumble, jump back onto the mesa then onto the pillar again.



Magically Reappearing Pillars



You have to hop across that same set of pillars to proceed, so leave the area (via point F on the map), then come back to make the pillars reappear.

8 Wild Djinni Chase





As you approach the Mars Djinni north of point H, it will run away and fall through one of the cracks nearby. Follow it down the cracks, then exit the cave, climb the vine south of the exit and head northeast to the next area.

7 Underground Path




Fall through the third set of cracks to land in another underground cavern. Exit the cavern and follow the subterranean tunnel to emerge at the point marked H on the map.

9 Follow It across the Bridge




Before you even set foot on the bridge, the Djinni will run across. As you give chase, the Djinni will pound a pillar into the ground and run off to the south. The cracks in the ground prevent you from following the Djinni directly, so you'll have to find another way around.

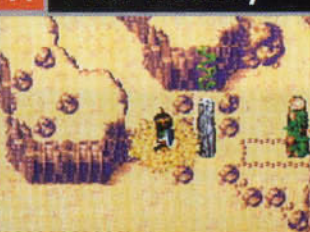


10 That'd Better Be a Tasty Nut



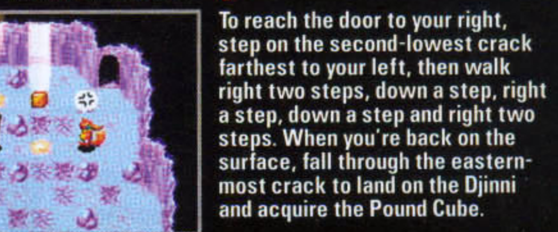

Head back across the bridge and climb down the vine nearby. To the south a bit there are two ropes stretched across a couple of gaps. Walk across and push the first pillar you come to all the way to the right. Climb the pillar then hop across and use Lash on the nearby rope to reach the treasure chest.

11 Pillar Insanity




Make your way east and climb down the vine at point 11. Push the vine-covered pillar right, then climb up the pillar and hop across. Jump onto the two gray pillars then jump back onto the first gray pillar to make it crumble. Move the other nearby vine-covered pillar left, then climb up and jump on the remaining gray pillar to make it crumble so you can reach the other vine.

12 The Pound Cube

To reach the door to your right, step on the second-lowest crack farthest to your left, then walk right two steps, down a step, right a step, down a step and right two steps. When you're back on the surface, fall through the eastern-most crack to land on the Djinni and acquire the Pound Cube.

13 Prevent the Djinni's Escape



Before you approach the Djinni again, equip the Pound Cube and climb down the vine. Use Pound on the pillar to prevent the Djinni from escaping when you climb back up. You'll have to defeat the Djinni in battle before it will join your party.



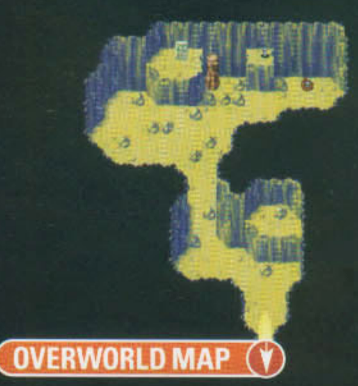
Indra Cavern

Entering Indra Cavern (which lies along the road that leads west from Dehkan Plateau) is optional, but inside you'll find the game's first multielemental summon. We strongly recommend picking it up.

Zagan Summon



Stand south of the pillar and use Felix's Move Psynergy to pull it to the right. Use Lash on the rope to tie it to the stake, then climb up, hop across the pillar and grab the stone tablet to learn the Zagan multielemental summon.



OVERWORLD MAP

Multielemental Summons

Below are all of the multielemental summons that appear in Golden Sun: The Lost Age. The numbers indicate how many Djinn of each elemental type must be on standby for that summon to become available in battle.

Summon	Image	Djinn	Description
Zagan	 	1 Venus, 1 Mars	Earth's might enflamed
Flora		1 Venus, 2 Jupiter	The wind rider, goddess of flowers
Megaera		1 Mars, 1 Jupiter	The goddess of vengeance
Moloch		2 Mercury, 1 Jupiter	The sacred ice monster
Ulysses	 	2 Mars, 2 Mercury	A legendary wandering mage
Eclipse		2 Mercury, 3 Jupiter	A dragon whose wings span the skies
Coatlicue		3 Mercury, 3 Jupiter	A goddess bearing the water of life
Haures		3 Venus, 2 Mars	A beast that sunders darkness
Catastrophe		3 Mars, 5 Jupiter	The embodiment of destruction (and our cover boy)
Daedalus		3 Venus, 4 Mars	Master craftsman of ancient times
Azul		3 Venus, 4 Mercury	An awakened dragon from the deep
Charon & Iris			You can find the two most powerful summons in the game, Charon and Iris, only if you collected all 28 Djinn in the first Golden Sun (and transferred your clear data to The Lost Age).



Another Djinni West of Madra

If you wander through the forest near Madra, you'll eventually get into a random battle with a Venus Djinni named Iron. Use fire Psynergy to make quick work of Iron. Once you've added it to your collection, you'll be able to summon Ramses (see far left).

Madra

To get to Madra, continue following the road from Dehkan Plateau and turn east at the fork. The town is buzzing after a group of pirates raided the prison and freed their leader. If your party's running low on HP, spend a night at the inn before delving into the catacombs. It's also a good idea to upgrade your weapons and armor if you can afford it.

ARMOR 17 INN ITEMS 14 WEAPONS E A 16 SANCTUM

OVERWORLD MAP

NURSE'S CAP
Use to release healing power; gives you Defense +18

MARS DJINNI–CHAR
You can't get Char until you've found the Healing Fungus later in the game.

TREMOR BIT
Bestows Tremor Psynergy when equipped

B A E D C C 15 B D

You won't be able to open the main gate until Sheba learns the Reveal Psynergy. Come back later to obtain the Moloch summon.

14 Try, Try Again



The first time you try to climb down the hole north of the cemetery, a villager will pop out and tell you to get lost. If you enter any of the buildings in town, however, the villager will be gone when you come back.

15 The Tremor Bit



Climb up the vine at point 15, then use Move to pull the pillar into the gap. Climb down the vine at the other end of the ledge, then enter the door to your left and refer to the map to find the Tremor Bit.

16 Permission to Cross the Drawbridge



Enter the prison to see an event involving an Adept named Piers. After you exit the prison, the town elder's wife will ask you if you're going to Osenia. Answer "yes" to get permission to cross the Madra Drawbrige.

17 Nurse!



Before you leave town, go to the roof of the inn and walk across the tarps that cover the outdoor shops to reach a treasure chest containing a Nurse's Cap.

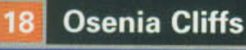
CROSSING INTO OSENIA

When the massive tidal wave at the beginning of the game slammed Idejima Peninsula into Indra, the impact caused Indra to collide with Osenia. As a result, you're able to reach the continent by foot.

Cross the Madra Drawbridge



The Madra Drawbridge is located northeast of town. As you approach the bridge, the guards will acknowledge that you have permission to cross.



18 Osenia Cliffs





To reach the Pirate's Sword, climb down the rope onto a piece of wreckage, then hop across two more pieces of wreckage and use Lash on the other rope. Shimmy across, climb down the vine nearby and grab the sword.



MIKASALLA

To get to Mikasalla from the Osenia Cliffs, start out on the road leading east from the cliffs and follow it as it winds south, east then south again. After it curves west around the mountains, follow it south rather than taking the bridge to the north. When it turns east again, follow the fork to the south, cross the bridge and head northeast.





19 A Little Extra Spending Money



To reach the coins north of town, climb to the first level of the wooden platform and hop onto the ledge to your right. Unfortunately, you can't get to the Mars Djinni yet.

20 Chat with the Townsfolk

In the heart of Osenia lies a sacred place, Air's Rock...



The residents of Mikasalla are quite knowledgeable about interesting locales in Osenia. Talk to them to gather information, and stop by the village's all-purpose shop to upgrade your equipment.

Another Djinni Near Mikasalla



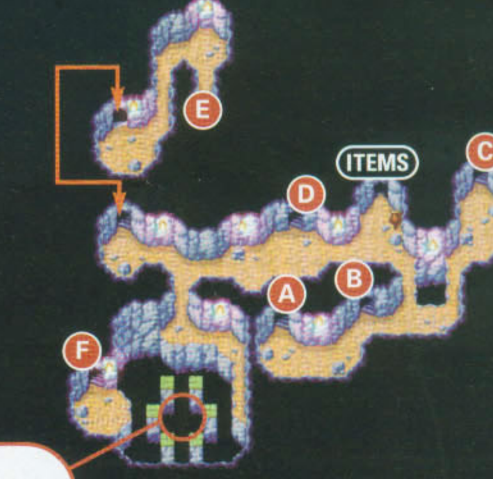
There's a Mercury Djinni named Sour just outside of Mikasalla. Follow the road north of town and turn east at the dead end. When you come to a dark-green patch, walk around it for a while—you'll eventually engage the Djinni in a random battle.

GAROH

Your next destination is a mysterious village called Garoh. To reach it, follow the road east of Mikasalla. When you get to the river, cross the bridge to the south then follow the road across two more bridges before heading north. The village proper is at the end of a long, winding path that runs along the face of a cliff.







HYPNOS' SWORD
You can't follow the larger werewolf through the hidden doorway or reach the chest containing Hypnos' Sword until you've learned the Reveal Psynergy.



21 Werewolves!

Eeek!

Strangely, the sky becomes darker as you get closer to Garoh. As you're about to enter town, you'll see a small werewolf howling at the moon. When it sees your party, the diminutive lycanthrope will be startled and scurry off.

22 Last Stop Before Air's Rock





Most of the people in Garoh aren't very talkative, but a few will give you helpful clues on how to get through Air's Rock. Unfortunately, the weapons and armor shops don't sell anything useful at night.

A Long Weyard to Go

The world of Weyard is vast, and there are many towns and dungeons remaining to be explored. With up to 60 hours of compelling game play, The Lost Age is one of the largest and most satisfying RPGs in recent memory.



★ Djinn in the Wild
The red stars indicate where you'll encounter a Djinni in a random battle on the world map.

◆ Optional Areas of Interest
Exploring these areas isn't required, but you'll find something that makes it worth your while.

Items for the Blacksmith
While at sea, search for rusty weapons—the blacksmith in Yallam can repair them for you.

■ After Meeting Isaac
You can't reach certain areas in the game until you've met up with Isaac and his party from the first Golden Sun.

Objectives

We're almost out of space, but to help you get farther along, we've provided some general guidance leading up to the confrontation with Karst and Agatio atop Jupiter Lighthouse (which is about 75% through the game).

① Air's Rock
- Climb to the top of Air's Rock.
- Bestow Sheba with the Reveal Psynergy.

② Garoh
- Enter the Garoh catacombs and talk to Master Maha.
- Return to the catacombs the next morning to finish your conversation with Maha.

③ Yampi Desert
- Collect a Jupiter Djinni named Blitz.
- Defeat the King Scorpion and acquire the Scoop Gem.
- Find a way through the desert.

④ Alhafra
- Watch the group from Madra arrive.
- Eavesdrop on the suspicious man lurking near the trees.
- Defeat Briggs and his gang of pirates.
- Fix the boat as much as you can.

⑤ Osenia Caverns
- Acquire the Megaera summon.

⑥ Gondowan Cliffs
- Collect a Mars Djinni named Kindle.
- Navigate the Gondowan Cliffs.

⑦ Naribwe
- Talk to the villagers to learn about Gondowan.
- Have your fortune read using the Laughing Fungus.

⑧ Kibombo Mountains
- Sneak through the mountains without being seen.

⑨ Kibombo
- Meet up with Piers and have him join your party.
- Collect the Venus Djinni named Steel.
- Help Akafubu complete the ceremony of the Great Gabomba and acquire the Black Crystal.
- Return to the Kibombo Mountains and collect the Jupiter Djinni named Waft.

⑩ Madra
- Get the Cyclone Chip from the mayor.
- Find the Moloch summon in Madra's catacombs.
- Collect the Mars Djinni named Char.

⑪ East Indra Shore
- Enter Piers's boat and defeat the Aqua Hydra.
- Sail to the Eastern Sea.
- Return to Kibombo and collect a Venus Djinni named Mud.
- Return to Daila and retrieve the Sea God's Tear, then return to the Shrine of the Sea God and get the Right Prong.

⑫ Yallam
- Play with the children and learn Yepp's song.
- Talk to Sunshine the blacksmith and his wife.

⑬ Taopo Swamp
- Collect a Venus Djinni named Flower.
- Get the Star Dust and take it to the blacksmith in Yallam.

⑭ Apojii Islands
- Cast Douse on the Aqua Stone.

⑮ Aqua Rock
- Get the Mist Sabre at the top of the cliff.
- Learn the Parch Psynergy.
- Collect a Mercury Djinni named Steam.

⑯ Tundaria Tower
- Collect a Mars Djinni named Reflux.
- Learn the Burst Psynergy.

⑰ Izumo
- Speak to the townsfolk and snoop around for treasure.

⑱ Gaia Rock
- Defeat the serpent and learn Sand.
- Find the Cloud Brand.
- Return to Izumo to get the Ulysses summon and collect a Mars Djinni named Coal.
- Return to the Apojii Islands and collect a Jupiter Djinni named Haze.
- Return to Alhafra and finish repairing the boat.

⑲ Champa
- Defeat great-grandma's Avimander and give her your Trident Prongs.

⑳ Ankohl Ruins
- Find the Muni Robe and the Thanatos Mace.
- Clear the ruins and get the Left Prong.
- Return to Champa and talk to granny to receive the Trident of Ankohl.

㉑ Sea of Time
- Find your way through the Sea of Time.
- Dispatch Poseidon and head for Lemuria.

㉒ Lemuria
- Speak to Lunpa and the king to learn Grind.
- Collect a Mercury Djinni named Rime.

㉓ Hesperia Settlement
- Collect a Mars Djinni named Timber.

㉔ Shaman Village Cave
- Pass through the cave.

㉕ Shaman Village
- Pass the test and receive the Hover Jade.
- Collect a Jupiter Djinni named Aroma.

㉖ Atteka Inlet
- Talk to the villagers and head for Contigo.

㉗ Contigo
- Collect a Venus Djinni named Salt.

㉘ Jupiter Lighthouse
- Collect a Jupiter Djinni named Whorl.
- Defeat Karst and Agatio and activate the lighthouse.

The Setting Sun

Golden Sun: The Lost Age contains all of the elements of a great RPG: gorgeous visuals, a beautiful musical score, challenging dungeon design, interesting characters and an epic story. What makes it an instant classic, however, is the unique way that it ties in with the first game. It's a refreshing change of pace from the disjointed RPG franchises that have become the norm. We can't wait to see what Camelot has in store for us next.

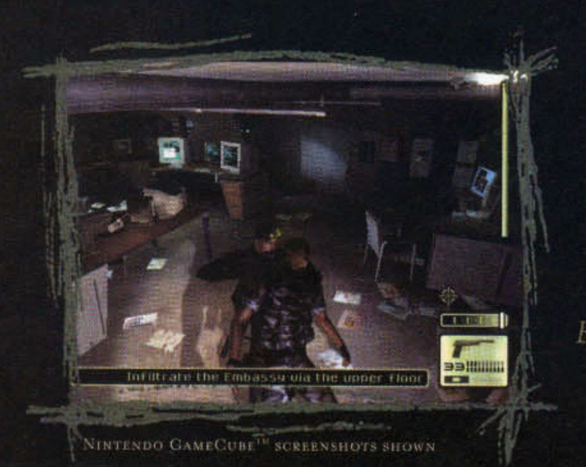
"Console Game of the Year."

6th Annual Interactive Achievement Awards, Academy of Interactive Arts and Sciences



Nintendo GameCube™ screenshots shown

"The best Xbox game of 2002."
Entertainment Weekly ~ **A-score**



Nintendo GameCube™ screenshots shown

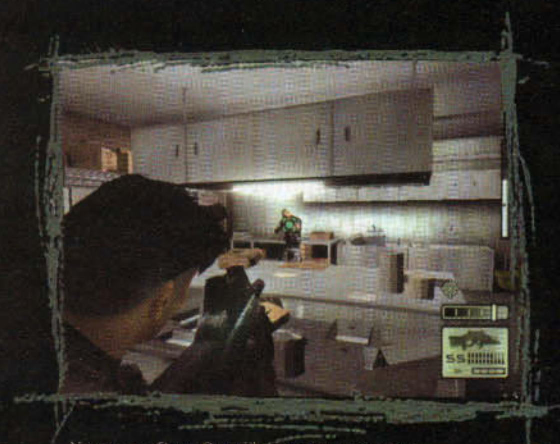
"Don't hesitate to buy this amazing game."
Electronic Gaming Monthly ~ Editor's Choice **Gold** *Award*





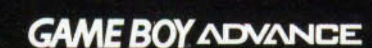
Nintendo GameCube™ screenshots shown

"Truly the next generation in stealth combat."
GamePro ~ **5/5**



Nintendo GameCube™ screenshots shown

"9.6 highest score ever."
Official Xbox Magazine ~ Editor's Choice Award





PlayStation®2







TEEN T Content rated by ESRB — Blood and Gore Violence





When you're this deadly, one platform can't hold you.

★★★★★

Redefined for Nintendo GameCube™ and Game Boy® Advance

★★★★★

Redefined with new gadgets and unlockable GBA levels activated with the Nintendo GameCube™ - Game Boy® Advance cable, the best in stealth combat just got even deadlier. Thermal goggles, prototype guns, and the ability to use your enemies as human shields are just a few of the weapons and tactics in your arsenal. You have been entrusted to protect America's freedoms. You are Sam Fisher. You are a Splinter Cell.





www.splintercell.com

ARMY MEN

SARGE'S WAR™

Sergeant Hawk, the green plastic man with the heart of a hero, is back on the battlefield for 3DO's latest tough-as-nails army adventure, exclusive to the Nintendo GameCube.

TEEN T Violence CONTENT RATED BY ESRB

DOOMSDAY LOOMS

Tan Army madman Malice is gunning for Sarge's Green Army platoon with a doomsday weapon. It looked like peace was at hand for the Green Nation, but this means war. It's up to you to lead Sarge through battlefields and household settings in an explosive third-person adventure. The action is about to heat up. Try not to melt!

HEROES UNDER FIRE

The story begins with a surprise Tan Army attack on Sarge's Bravo Company. The Tans have infiltrated the Green Nation, and they've brought heavy air support. You and a few surviving Bravo Company members must face a direct attack in the war-torn streets, search for the Tan war plans and destroy the Tan communications center. You're sorely outnumbered. Work from the shadows and strike hard.

Primary Objectives
- Locate and secure the Tan war plans.
- Destroy the Tan Communications Center.
- Destroy the APC.

Secondary Objectives
- Locate and defeat the Tan spotters.
- Find the Tan flag.

Accurate Aim



Accuracy is key when you're fighting large forces. Press L to target the closest enemy. Press R for manual aim control.

Prepare for War



Duck into the building near the starting point to find an assault rifle, light armor, a Med-Bag and a window to fire from.

Armor Alert



When you're wearing armor, an armor gauge in the upper-right corner of the screen shows the armor's remaining strength.

Fire When Ready



The real firefight begins after you pass the first checkpoint. Switch to your assault rifle and enter the area shooting.

Spot the Spotter



The first spotter is on a balcony. You can defeat him by targeting him from a distance or by entering the building and climbing the stairs for a close-range shot.

Run and Gun for the Flag



You'll discover ammunition and a sniper rifle in the spotter's building. Go to the window, fire on some Tan fighters in the next building and manually target two fuel barrels across the street. The explosion will create a hole in the building and give you access to the Tan flag.

Blast the Boxes



When you're not under fire, use your carbine (it has infinite ammo) to blast open crates. You'll often discover ammunition and other items inside.

Take out the Tank





You'll start with only one grenade, but you'll find two more in an alcove, close to the Tan tank. Stand behind a barrier and toss a grenade at the tank. A direct hit will put it out of commission.

Melt the Gunners NP



You'll find a turret in the third section. Take command over the gun and mow down the oncoming forces. After you step away from the turret, duck into a side street to avoid an air attack.

Second Spotter



After you pass the checkpoint, enter the closest building, switch to your sniper rifle and fire on the spotter across the water.

Cross Safely



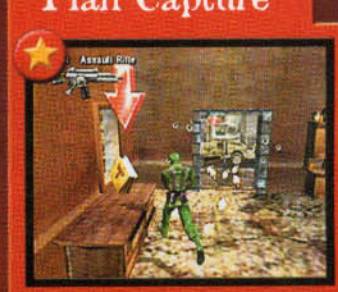
Air patrols protect the bridge. Even with the spotter gone, they are a threat. Listen for the planes as you approach the bridge.

Radio Rampage



Enter the radio room to take on the third spotter and a group of well-armed Tan soldiers. Fight them one at a time with assault rifle bursts.

Plan Capture



The Tan war plans are on a table in the radio room. After you've defeated nearby enemies, collect the plans to complete the first primary objective.

Break the Dish



The Tan communications center is a mobile satellite dish parked outside the radio room. Lob a grenade, then duck for cover.

Another Objective



After you reach the last checkpoint, you must destroy a rapid-firing APC. You'll find cover behind an unoccupied tank. Switch to grenades and toss one over the tank at the APC. When the APC is a burning hulk, you'll be able to move on unharmed.

Your Reward



You'll earn medals for collecting the Tan flag and completing all primary objectives. View your rewards, then continue the fight.

A BEACH TOO FAR

Although most of the Tan Army has agreed to a peace pact with the Green Army, renegade Tan leader Malice is still on the loose. He has stolen soldier molds to create a massive force. The Green Army leader sent a recon squad of Green soldiers to the beach where Malice's soldiers were last spotted. The squad is MIA. You must take the beach, save the squad and learn more about Malice's plans.

Primary Objectives

- ☐ Locate and defeat all Tan spotters.
- ☐ Contact survivors of the lost Green patrol.

Secondary Objectives

- ☐ Find the Tan flag.
- ☐ Locate and secure the Tan war plans.
- ☐ Destroy all Tan ammunition convoys.

Break for Armor



You'll start the mission by running through a sand canyon. After you round the first bend, break a box to expose light armor.

Single out the Spotter



At the end of the canyon, you'll see a spotter on a bluff. Take cover behind a box, defeat the stray soldiers on the ground, then target the spotter. After the spotter is down, climb the bluff and cross the board bridge.

Look Out



As you approach the second spotter, take out a grenade tosser at the base of the bluff, then hit the spotter.

Run to Higher Ground





After you clear the first checkpoint, you'll see a spotter on a bluff to the right. You'll have to get up to the spotter's level to defeat him. Run straight, then turn right and run up a path to the spotter's post. Fire several assault rifle rounds to move one step closer to objective completion.

Climb and Fire





You'll discover a ladder on the side of the orange castle that faces the sand wall. Press X to climb the ladder, then defeat the spotter on the red castle before he sees you.

Capture the Flag



You'll find the Tan flag atop the orange castle. Grab the flag and a Med-Bag before you climb down to continue the fight.

Big Blast



A squad of Tan soldiers waits for you on the other side of the wall near the castles. Toss a grenade to take them out all at once.

Run and Roll



As you approach the low-clearance passage near the wall, press B to roll into a crouch. You'll find ammo on the other side.

Clear the Way



After you pass the checkpoint, climb a ladder to the top of a wall. Before you drop to the other side, clear the area of enemies.

Bomb the Barricade

Two enemies hide behind crates on the ground level. After you defeat them, you'll discover a time bomb. Return to the area near the checkpoint and press X to plant the time bomb on a cement-and-barbed-wire barricade. The blast will open a passage to the next area.

Fast Fight

When you're facing several enemies at once, toss grenades or aim at firecrackers to set off enemy-melting explosions.

Fuel the Fire

Target the fuel barrel near the ammunition truck. When the barrel goes up in flames, the vehicle and its cargo will explode, too.

Cross and Fire



You're closing in on the captured Green squad. Target one of the guards as you cross the sand shovel bridge.

Squad Saved



Another guard will pop out from around the corner. After you fill the plastic soldier with lead, you'll liberate the captives.

Drop and Take Cover



Once you're past the checkpoint, you'll find yourself in the line of fire. Drop to ground level, hide behind a stack of crates and lob grenades at enemy forces. You'll be able to move on after you've defeated the soldier at the turret.

Take the Truck



There is an ammo truck on the other side of a ditch. Target a fuel barrel to destroy the truck or hit it with a grenade blast.

Get the Plans



Toss grenades into the ditch, then drop in and defeat the stray soldiers. You'll discover the war plans at the end of the ditch.

Enemy Alert





As soon as you get the plans, a large group of enemies will approach from your last checkpoint. Take control over the turret and melt them with machine-gun heat.

Fire in the Hole



There's a hole behind the turret. Drop in and destroy blocking boxes to discover your biggest mobile weapon yet—a bazooka.

Convoy Standoff



Follow the path to a depression where you'll find more ammo trucks. Target fuel barrels to destroy the ammo casings.

Attack the Ammo



If you don't have a clear shot at the fuel barrels, you can destroy the trucks with your big gun. Blast them with the bazooka.

The Last Detail



As you close in on the enemy portal, you'll find a final ammo truck. Target the fuel barrel nearby to destroy it.

SARGE'S WAR

Sarge's platoon, the Green Army leaders, Vicky and even Tan leader Plastro have fallen victim to Malice's bomb blast at the ill-fated peace ceremony. Sarge is alone with his pain and a deep need for revenge. The story shifts in the third chapter as Sarge becomes a one-man army determined to melt Malice and his renegade forces. You'll lead him through old territory in a battle with new enemies.

Primary Objectives

- ☐ Take vengeance on the Tan army and destroy five fuel depots to slow the Tan surprise attack.

Secondary Objectives

- ☐ Destroy all fuel stored in the area.
- ☐ Locate and secure the Tan war plans.
- ☐ Find the Tan flag.

Snipe the Sniper



When a sniper appears on a platform high above the courtyard, find cover behind a barricade, train your sniper rifle on the target and fire.

Blast through the Barricade



The opening area is blocked off from the rest of the city. Turn left from the starting point and quickly defeat a pair of Tan soldiers. You'll find a time bomb close by. Use it to break through a cement barrier for access to the next area.

Medical Attention



As soon as you run through the new opening, Tans will close in on you and a machine-gun turret will open fire. Collect a Med-Bag and find cover.

Tan Attack



Enemy forces attack in large numbers. If you're overwhelmed, switch to grenades and take out several Tan soldiers with one toss.

Get a New Gun



Once the enemy onslaught is over, enter the alley next to the turret, collect a Med-Bag and break open a crate. You'll find a shotgun inside.

Immediate Armor



After you hit the checkpoint, you'll discover some light armor—just what you need for the battle ahead.

Blast Barrels



The stack of fuel barrels nearby represents one of five fuel depots. When you destroy the barrels, the explosion will open a new passage.

Fire from Below



Before you climb the stairs in the new area, zigzag around the walls and target two soldiers on the exposed upper floor.

Bazooka Showdown





Jump across the gaps on the building's upper floor and peer through the window. A tank will roll onto the scene and take aim on you. Avoid the mortar shells and counter with bazooka blasts. Once the tank is gone, take out the gunman on the street using your sniper rifle.

Fetch the Flag





Enter the next bombed-out building and search the ground floor. You'll find ammo and the Tan flag.

Cool off and Continue

The battle will heat up after you pass the checkpoint. Take out immediate threats with your shotgun, collect armor, then head for the bridge and jump into the water. Soldiers will attack from several directions. Pick them off and destroy the tank in the area with your bazooka.

Depot Down

Approach the destroyed tank, clear away stray soldiers, veer left into a building and destroy another fuel depot.

Barrel Blast



A fuel depot blocks the next checkpoint. Target the barrels and stay clear of the explosion, then move on to the next section.

Fuel in Flames





Turn left from the checkpoint, level a pair of guards and turn left again to find another fuel depot. Send it up!

Hidden Plans





The fuel-depot explosion will create a hole in the wall, giving you access to the Tan war plans. Grab them and go.

Stop at the Stairs



After you return to the checkpoint, turn left to face a soldier on the stairs, then break the crate at the base to find bazooka ammo.

Tank Trouble



You'll face a tank after you blast barrels on the street and turn left. Hit it with your bazooka, then destroy another depot.

Blast from Above



A sniper waits for you on an upper floor near the checkpoint. Get close to the wall and switch to the sniper rifle. Back up, aim and fire.

Last Stand



The last section of the mission area is packed with soldiers and a tank. When you're not fighting enemies, destroy more depots.

Final Fuel



The last fuel depot is in front of the exit portal. Once you destroy it, you will have completed all mission objectives.

SQUAD SKIRMISH

Multiplayer missions take place on four big maps. As many as four participants can team up or go solo in three types of missions. Let the meltdown begin!





GO ARMY

The real battle has just begun. You've got a long way to go before you can claim victory over Malice and his mean plastic men. After more missions in the Green Nation, you'll enter the big world and go to war in monster-sized living rooms and kitchens. Sarge has got nothing to lose. Dive into the battle and give it all you've got.



Castlevania® Aria of Sorrow™

RETURN TO DRACULA'S CASTLE AND PUT AN END TO HIS DARK CURSE ONCE AND FOR ALL.

Castlevania is one of the oldest and most respected names in gaming. Many of the games in the franchise have been among the best on their systems. The Game Boy Advance has already been blessed with two of the stellar titles (Circle of the Moon and Harmony of Dissonance), and the diminutive handheld is about to receive a third.

Aria of Sorrow is the first Castlevania game to take place in the future (2035 to be precise). Don't worry, though; the swords and sorcery haven't been replaced by ray guns. In fact, if it weren't mentioned in the story line, you'd never know that the game took place in the 21st century. The artists at Konami have stayed true to the beloved Castlevania aesthetic and improved upon it with superior animation and more-detailed backgrounds. Moreover, the developers have remedied the two major shortcomings from Harmony of Dissonance: The music in Aria of Sorrow is of a much higher quality and the boss battles are considerably more difficult. With the series rapidly approaching perfection, the Castlevania legacy remains as strong as ever.

Character Profiles

Aria of Sorrow stars an intriguing cast of characters, many of whom are linked to Castlevania's past. (See the time line at the bottom of the page for some hints.) For better or worse, each of the individuals will play an important role in Soma's journey.



Soma Cruz

Soma is a high-school exchange student living in Japan. On his way to the Shrine of the White Horse to view a solar eclipse, he's suddenly knocked unconscious.



Genya Arikado

An extremely cold and powerful man, Genya Arikado (pronounced ah-ree-ka-doh) seems to be intimately familiar with the prophecy of Dracula's resurrection.



Graham Jones

The founder of a new religious sect with hordes of devout followers, Graham is rumored to possess magical powers. He was born in July 1999.



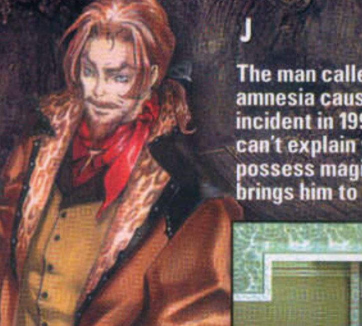
Yoko Belnades



Yoko has been sent by the Church to investigate the prophecy of Dracula's resurrection. Her last name should sound familiar to long-time Castlevania fans.



J



The man called J suffers from amnesia caused by a traumatic incident in 1999. Though he can't explain why, J seems to possess magical powers. What brings him to Dracula's castle?

Hammer



The army dispatched Hammer to investigate the Shrine. Instead, he decides to set up shop in front of the castle, where you can buy and sell equipment.

Tactical Souls

Tactical Souls are the magical spirits of the creatures that inhabit Dracula's castle. Every time you defeat a creature, there's a possibility that you'll capture its soul. Captured souls grant you a wide variety of special powers and abilities (see right for examples). Most of them consume magic points, which you can replenish by nabbing hearts.



STUDENT WITCH
The Student Witch's soul releases a lethal cat that runs full-speed at enemies. It may look comical, but it can be pretty effective when you need to attack from a distance.



LIGHTNING DOLL
Perhaps the most useful soul in the game, the Lighning Doll allows Soma to discharge lightning from his fingertips, damaging every enemy in his path.



RED MINOTAUR
Intimidate your foes with the largest axe ever seen. At 150 MP, the Red Minotaur's soul may be expensive, but its gargantuan blade does massive damage.



IMP
The Imp acts as a familiar. It follows Soma and attacks enemies with its trident until you run out of MP. When that happens, the little fellow disappears.



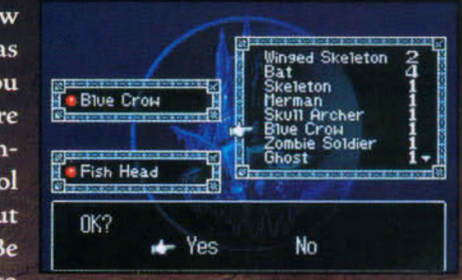
GIANT BAT
You'll be unable to reach certain areas of the castle until you've obtained a particular soul. The Giant Bat, for example, gives Soma the ability to fly.



UNDINE
Enchanted Souls such as Undine, which enables Soma to walk on water, produce a continuous effect without consuming MP. They remain active until you disable them.

Trading Souls

Quite a few of the souls in Aria of Sorrow can be difficult to obtain, so Konami has included a link-up feature that allows you to trade with your friends. The macabre practice gives you the opportunity to complete your collection and see all of the cool abilities that the game has to offer without tirelessly searching them all out yourself. Be careful not to trade a soul that you want to keep—once it's gone, it's gone (unless the recipient agrees to trade it back to you).



Vanquishing Evil

As we've come to expect from the Castlevania series, Aria of Sorrow contains quite a bit more depth than your run-of-the-mill action title. To escape from the castle alive, you must be mindful of Soma's abilities and limitations. Dracula's minions will not relinquish their souls without a struggle.



CHARACTER LEVEL
Character growth in Aria of Sorrow works very much like in an RPG. You acquire experience points as you defeat enemies, and your character's statistical attributes improve each time you gain a level.



WEAPONS & ARMOR
There's a huge number of weapons and armor to find in Dracula's castle. Soma can equip only one weapon, one piece of armor and one accessory at a time, however, so choose wisely.



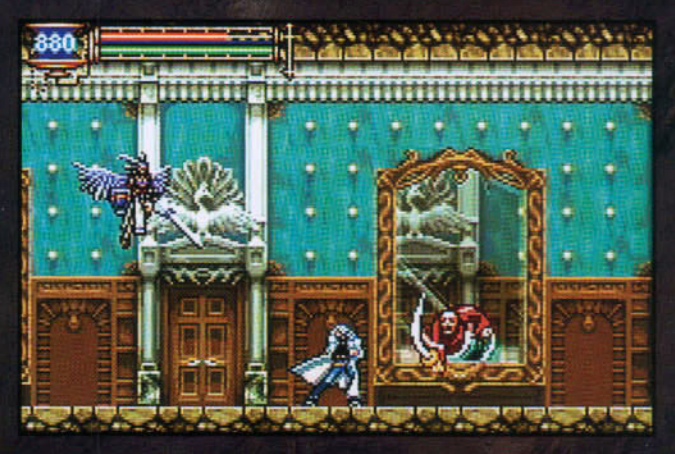
ENEMY DATA
After you defeat an enemy for the first time, its profile automatically appears in a database. Consult it to view detailed information on the creature's attributes. Once you know a creature's weakness...



STRATEGIC COMBAT
...you can take advantage of it by equipping the proper weapon. For example, our hero can wield the ice-enchanted Rahab's Sword to make quick work of an ornery Stolas.

A Legend in the Making

Castlevania: Aria of Sorrow is one of the most anticipated GBA games of the year, and for good reason. Its amazing presentation coupled with the brilliant Tactical Soul system makes for a deeply engrossing adventure that's among the best in the series. Long-time fans will love the subtle references to previous games, and newcomers will be pulled in by the magnificently polished game play. If they can maintain this level of quality, we encourage Konami to keep them coming. Don't sing your own aria of sorrow—we'll have more on the latest Castlevania next month.



Castlevania Timeline

1450 — Castlevania Legends (GB)
Count Dracula becomes the Prince of Darkness, but a vampire hunter named Sonia Belmont ends his reign of terror with help from Dracula's own son, Alucard.

1476 — Castlevania III: Dracula's Curse (NES)
Aided by three spirits—Grant DaNasty, Sypha Belnades and Alucard—Trevor Belmont (believed to be Sonia and Alucard's son) vanquishes Count Dracula.

1576 — Castlevania: The Adventure (GB)
The year of Dracula's first-centennial resurrection. Though nearly defeated at the hands of Christopher Belmont, the count narrowly escapes by transforming his body into mist.

1591 — Castlevania II: Belmont's Revenge (GB)
After lying in wait for 15 years, Dracula possesses Christopher Belmont's son, Soleiyu, and turns him into a demon. Christopher slays the Prince of Darkness and saves his son.

1691 — Castlevania (NES)
The year of Dracula's second-centennial resurrection. Simon Belmont, perhaps the most legendary member of the Belmont clan, defeats the count but is severly wounded.

1692 — Castlevania II: Simon's Quest (NES)
Simon's wounds continue to gnaw at his soul. He learns that Dracula's curse has possessed him, and that to rid himself of it he must burn Dracula's body.

1692 — Super Castlevania IV (Super NES)
The third and final battle between Count Dracula and Simon Belmont. Simon finally vanquishes the count, putting an end to one of the most storied rivalries in Castlevania history.

1748 — Castlevania: Harmony of Dissonance (GBA)
Hoping to prove his worth as a vampire hunter, Maxim Kishine sets out to recover Dracula's body. Dracula possesses him in the process, and Maxim is eventually defeated by Juste Belmont.

1788 — Castlevania: Dracula X (Super NES)
A dark priest resurrects Count Dracula prematurely. To exact revenge on the Belmont clan, the count kidnaps Richter Belmont's girlfriend, Annet, and her sister, Maria.

1830 — Castlevania: Circle of the Moon (GBA)
After being defeated by Alucard in 1792, Dracula is again resurrected prematurely. He imprisons a vampire hunter named Baldwin, but Baldwin's apprentice, Nathan Graves, defeats the count.

1844 — Castlevania: Legacy of Darkness (N64)
The Grim Reaper resurrects Dracula. Looking for a suitable host for his undead soul, the count begins to kidnap children. A heroic man-beast named Cornell stops him.

1852 — Castlevania (N64)
Dracula is reborn in the body of a young boy named Malus. Reinhardt Schneider, descendant of the Belmont clan, and Carrie Fernandez, descendant of Sypha Belnades, defeat Malus.

2035 — Castlevania: Aria of Sorrow (GBA)
Dracula's castle appears in a solar eclipse over Japan. High school student Soma Cruz finds himself trapped inside the castle alongside friend Mina Hakuba.


Castlevania
Aria of Sorrow
NINTENDO POWER



GAME BOY ADVANCE
NINTENDO GAMECUBE
So... you want to be a Superhero.
Have you got what it takes?
Uncluttered cranium.
No unneccessary thoughts which may distract one from performing their heroic deeds.
Attire.
You won't find a "HeroWear for Men SuperStore" at your local shopping mall.
Brawn.
No self-respecting Superhero would be seen without it.
ULTIMATE MUSCLE
THE KINNIKUMAN LEGACY
Nintendo GameCube.™
Chick magnet.
Game Boy® Advance.
'Cause, what if you get stuck on a bus in traffic?
Strong bones.
If you've ever had a 600lb walrus on you then you'd know why.
TEEN
T
CONTENT RATED BY ESRB
Comic Mischief
Violence
Comfy boots.
You'll be on your feet all day. Don't take good footwear for granted.
CATCH IT ON THE FOX BOX
BANDAI
KID MUSCLE GOES FOR THE K.O.!
Wrestling.
THE PATH OF THE SUPERHERO
LEGENDS VS NEW GENERATION
MUSCLE EXPLOSION!
(Hardcore).
Ultimate Muscle™ The Path of the Superhero © 2003 YUDETAMAGO/SHUEISHA, TOEI ANIMATION. Program © 2002 Banpresto © 2003 Bandai America Inc.
Ultimate Muscle™ Legends vs New Generation © 2003 YUDETAMAGO/SHUEISHA, TOEI ANIMATION © 2002-2003 Bandai.
™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo.
The ratings icon is a trademark of the Interactive Digital Software Association.







いかるが

IKARUGA™

The Space-Shooter Reborn

Driven by old-school cool and an innovative twist, Atari's Ikaruga is an electrically charged space-shooter for the 21st century. Spaceships of two polarities—black and white—fill the skies over the island nation of Horai. As you navigate your Ikaruga fighter through the game's five intense missions, you must switch your ship's polarity on the fly to absorb energy from polarity-matching enemy fire. The game is easy to pick up and play, but difficult to master. Originally released for the Sega Dreamcast in Japan, Ikaruga is exclusive to the Nintendo GameCube in North America.





Adjustable Outbursts



Options allow you to play the game vertically or horizontally and in three difficulty levels. In Easy mode, destroyed enemies don't leave debris. In Normal mode, enemies that match your ship's polarity leave energy that your ship can absorb. In Hard mode, enemies of both polarities burst into clouds of energy.

Shoot for the Stars

The object of Ikaruga is to clear densely packed levels and achieve a high score. One or two players can play the main game or participate in a variety of other modes designed to help you improve your score.

Practice for the Perfect Score



Select a stage for practice.



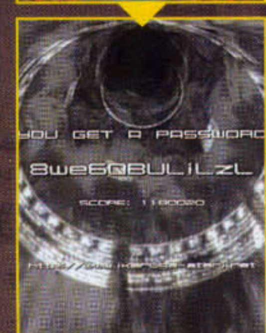
A demo of gameplay will start.

After you reach any chapter in the main game without continuing, you can revisit that chapter in Practice mode or Conquest mode. Practice mode sorts the chapters by difficulty. Conquest mode separates the chapters by levels and allows you to play them at normal speed or in slow motion. You can also watch a demo of perfect play to learn the techniques of Ikaruga masters.

Join the Ikaruga Ranks



By participating in Challenge mode, you can compare your scores to those of other Ikaruga players. The difficulty level is set to Normal. You have three ships and a single credit. If you have perfected your polarity-switching and enemy-eliminating techniques, you'll go far and score big.



After you've depleted your entire ship stock or completed all levels, the game will display your final score and supply you with a password. Write it down. You'll need it to post your score on the game's official website.



Visit the net ranking website (address shown below) and enter your Challenge mode password. You'll access a list of high scores and find out where your score ranks among the best.

www.ikaruga-atari.net

Clear and Conquer

Ikaruga's simple but engaging game play has two key principles at its core—polarity switching and chain bonuses. As you gain command over your ship and learn the core principles, you'll go far and earn big scores.

Link Chain Bonuses



A graphic in the upper-left corner of the screen indicates how many ships of a particular polarity you have destroyed in a row. If you destroy three ships of the same polarity consecutively, you'll earn a chain bonus. If you continue to defeat like-polarity enemies in groups of three, the point bonuses will increase, topping out at 25,600 points per chain.

Ikaruga Anatomy



Your ship has wings and a shield, but the only part that matters is the cockpit. A shot can graze the ship without causing damage, but a single hit to the center destroys it.

Double the Damage





Polarity is key in big battles. By switching to the polarity that is opposite that of the target ship, you can cause twice as much damage and earn twice as many points as you would if the polarities matched. If you're playing in Easy or Normal mode, a ship of opposing polarity won't leave energy that you can absorb by switching your ship's polarity, but there are plenty of other sources of energy for you to consume.

Build and Release





By absorbing enemy blasts that match your ship's polarity, you will fill your Power Gauge with energy that you can release in enemy-destroying bursts. The burts' size, power and effectiveness depend on the amount of energy that you have absorbed. If your Power Gauge is topped out, you'll release a homing laser that is 10 times as powerful as a regular shot.

Begin with a Bang





At the beginning of every chapter, you'll encounter a swarm of small, weak enemies that are often grouped by polarity. By firing into a crowd of ships that all have the same polarity, you can earn a long line of chain bonuses and rack up the points. If the polarities are mixed, selectively fire at the enemies in short bursts and try to complete chains.

Team Up for Twice the Firepower

Ikaruga is a great two-player cooperative game. A second player can join at any time, provided that you have a credit to spend. Although some enemies are slightly more powerful when two players are participating, the combined firepower of the Ikaruga and Ginkei (player two) fighters clearly gives your side the advantage.

Shield Your Partner



When you're facing an enemy attack that concentrates on a single polarity, one player should take the lead with an enemy-matching polarity while the other player falls back and switches to the opposite polarity. The lead ship will absorb energy and shield the trailing ship while the trailing ship fires a spray of double-damage blasts through the lead ship.

Caution: Bumps!



Two player-controlled ships can't occupy the same space. If your ships collide, they'll bounce off each other. Zone out the playing field as if you're playing doubles tennis and take on the enemies with a two-pronged plan.

Chapter 1: Ideal

The opening levels introduce the advantages of polarity-switching and energy absorbing. Keep your finger on the fire button and be prepared to release stored energy when your gauge is full.

Clear Away Enemies, Score Chain Combos

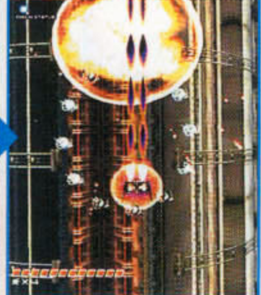




After you encounter several swarms of small enemies, you'll take on a force of larger ships of mixed polarities. Watch as they move around each other, concentrate your fire on ships that match each other in polarity and try to link chain combos. Next you'll take on a pair of even larger enemies that release multiple charges. Each massive ship has two smaller satellites. Take on the ship-satellite trio that is opposite your current polarity first. You'll absorb shots from the other group and deal double damage to your target.

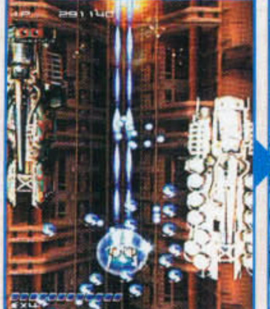
Fast Fill Up





After you survive the battle with a short wave of black and white ships, a large white ship will descend onto the scene, along with a ring of smaller ships. You'll be able to absorb a shower of energy if you choose white polarity, but you'll destroy the big ship quickly if your ship's polarity is black. Steer your ship into the center of the ring, then clear away all enemies with a blaster barrage.

Disarm and Destroy





You'll catch up to two huge ships of opposite polarities as you approach the chapter's end. The ships slowly move counterclockwise around each other. Destroy a group of small ships in the center of the field, then get behind the white ship on the right, blast its side turrets and fire on the ship itself as you move up and to the left to avoid colliding with the black ship. Be very careful when you're between the ships. You could get caught in the crossfire or collide with a small-ship swarm.

Chapter 1 Boss

The Chapter 1 boss leads with a swordlike device that emits white polarity shots, then it attacks with a shield that showers black polarity shots. Match each attack's polarity if you want to play it safe or go against the polarity if you want your shots to have more power. Wait until the shield is gone to release stored energy.



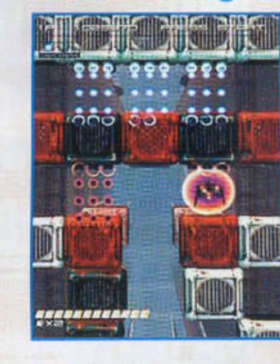


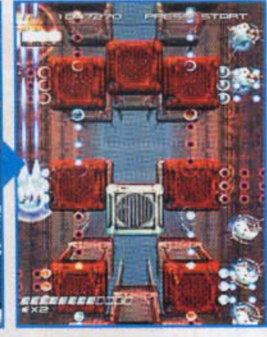
After you destroy the shield or the boss puts it away, switch to black polarity and release your energy for a devastating attack. The boss will drop bombs that explode into shots of alternating polarities. Switch polarities to absorb the shots and prepare for another release.

Chapter 2: Trial

Chapter 2 will teach you that absorbing energy is as important to your survival as blasting enemies. Keep an eye on your ship and switch its polarity to match the energy around it.

Break through Blocks





After you survive the enemy swarm at the beginning of the chapter, you'll fly into a crowded hangar. You can destroy white and black obstacles, but not red ones. Cut through the blocks and switch to complementary polarities in energy showers. You'll find moving red blocks in the middle passage of the second interior section. Fly through one of the side passages, then cut in to the center passage before you reach the opening to the next section.

Soak Up the Energy





Shot-spewing turrets litter the open area between block sections. Switch your ship's polarity to match the energy spray and maneuver the ship to consume the shots. In some areas, energy streams of different polarities cross. Slow down, speed up or move to the side to avoid getting caught in an intersection.

The Final Approach





The last block section is split into two narrow halves. Select one side and fly through the section by matching your ship's polarity to that of the energy streams. Refrain from releasing stored energy in the area. If you do, you may destroy the central barrier and fill the area with intersecting energy sprays. When you reach the large ships of opposing polarities, move into the beam that matches your ship's polarity and fire at the opposite-polarity ship.

Chapter 2 Boss

The final fighter in Chapter 2 has two shielded cores. Hit the white core's shield with white shots to make it move away from the ship, then maneuver around the shield, get very close to the white core and hit it with black shots. Change polarities for your fight against the black core. The ship will go down after you destroy both cores.





The boss will shower your ship with shots of both polarities. Change your ship's polarity to match the shots and absorb the energy. When you get close to the cores, you'll be able to avoid the energy barrage.

Earn Credits and Extras

For every hour that you play Ikaruga, you'll earn another Credit and more chances to go farther into the game. Your playing time will also earn you Extras—two concept-art galleries, a sound test and an alternate ship. If you're an accomplished player, you can earn the extras before you've put in the time. Check the unlocking conditions in the Extras menu.



The Save/Load screen shows your accumulated playing time. If the Auto Save option is not on, be sure to save your progress to retain the playing time and unlock features at the end of your session.

Have a Blast

Ikaruga's first two chapters are fun, fast and challenging, and the game only gets more intense as you go on. We'll continue our strategy coverage in next month's Classified Information column. Keep playing, accumulate Credits and learn to survive late into the game. Once you have your survival tactics down, concentrate on chain combos and go for a chart-topping score.









no arms. no legs. huge features.

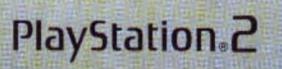
PLUNGE into 56 ENORMOUS levels and WHIP OUT all new powers & gear like the Heavy Metal Fist and LockJaw to battle the GARGANTUAN Hoodlum Army led by MASSIVE transforming bosses.













GAME BOY ADVANCE



Official trailer featuring "Madder" by Groove Armada, courtesy of Jive Records.







Enter to win a trip to Jamaica at: www.rayman3.com



Tom Clancy's SPLINTER CELL™

So this guy walks into a dark alley with one bullet and a bunch of guards . . . Sounds like a joke, but Ubi Soft's espionage game is deadly serious.

NO GRAY AREAS

In Tom Clancy stories, morality is black-and-white, but bad guys are hard to identify in the post-Cold War world. Tom Clancy's Splinter Cell has a plot that ranks among the author's most provocative. His latest hero, Sam Fisher, must avoid *literal* gray areas—not to mention brightly lit areas. He's a Splinter Cell, a lone-wolf agent who relies on cover of darkness to infiltrate hostile territory. When two agents vanish after discovering a secret army in the former Soviet republic of Georgia, Sam is sent into action to investigate their disappearance. What Sam discovers—and the covert methods he uses to ferret out the truth—will forever change the way you look at espionage gaming.







OPSAT'S GBA SURVEILLANCE

The Operational Satellite Uplink lets you manage data and talk to HQ. When you connect a GBA to your GCN, the OPSAT gains features such as the risk indicator. To get the most out of the radar system, we recommend using the GPA SP—with its tilted screen next to your TV, you'll keep tabs on the action more easily.



CEREBRAL AND SUSPENSEFUL

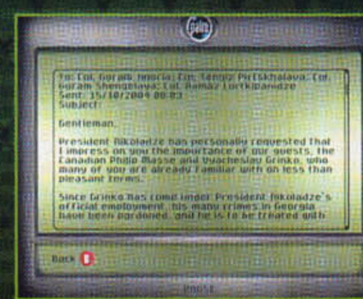
Splinter Cell nabbed the Excellence in Writing award at the 2003 Game Developers Choice Awards, and it's no wonder why. Games usually spoon-feed story line, but Splinter Cell tosses you only enough tidbits to keep you interested and guessing. Your boss, head of the supersecret U.S. agency Third Echelon, gives you info on a need-to-know basis. As you extract data—from computers, handheld data sticks and hostages in headlocks—your boss learns more about a global crisis heading toward critical mass and sends you into the resulting missions. He always seems 10 steps ahead of you, but you can almost keep up with him if you ponder every bit of data.





Cable news broadcasts, which you unlock by completing missions, contain lots of useful facts—if you can glean them from news flashes, talking heads and ticker-tape information.





Your wrist-worn OPSAT will manage all digital data that you gather from the field and receive from headquarters. As you proceed through a mission, your OPSAT will become crammed with memos, photos, maps and other data.

STEALTH OVER SHOOTING

Splinter Cell is serious about covert game play. You'll travel lean—light weaponry, minimal ammo—and you'll shoot more lightbulbs than soldiers. Darkness is your friend. If you crouch in shadows, you'll be invisible to passing patrollers. Your suit is covered with photocells that provide feedback to your OPSAT system's stealth meter. If the meter's needle is hitting the dark end, you'll be out of sight, but if it's against the light end, you'll be in plain view. You'll rarely have the luxury of absolute darkness, however. As the needle wavers in the meter's gray spectrum, you'll wonder whether that soldier about to come within arm's reach of your choke hold will notice you in the shadows—the tension will make you sweat bullets.





With shadows on your side, you can execute your extremely effective stealth attacks. Darkness won't hinder you, as the Night Vision Headset keeps the advantage in your court. After you eliminate a foe, your work's not done. You'll need to dispose of the evidence in a dark place so that other patrollers don't discover it and sound an alarm.



In one area, a camera monitors a morgue. Shoot out all nearby lights so the camera won't detect your covert activities. You'll be unable to shoot some lights, so you'll sometimes need to shoot out the camera itself.



PHYSICAL TENSION

Sam's physical presence and range of movements are among the most realistic and nimble we've seen in a video game. You won't be jogging down a corridor with machine guns blazing. In fact, you'll be entirely still for minutes at a time—squatting in the slim shade of a parking-garage pylon—as your target loiters just beyond your reach. You'll wait for the right time to strike—watching your prey whistle to himself, amble in bored circles and relieve himself next to a car—steeling yourself to deliver the right move. You'll have many to choose from, including aggressive moves such as drop attacks and choke holds or covert actions such as wall shimmies and split jumps that keep you suspended quietly in midair.





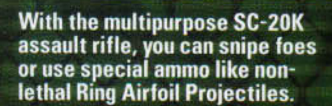
Moves help you gain stealth, and attacks help you take advantage of it. You'll be able to pull off the unexpected and take your enemies by surprise. It's not easy to do, especially when high tension gives you unsteady hands at the controls.



REAL-LIFE TECH TACTICS

Tom Clancy has always steeped his stories in realistic scenarios and equipped his heroes with real-life technology. Splinter Cell sends you into the field with minimal gear—but it's the perfect gear for each mission. Dozens of weapons and gadgets are available, but not all at once, which forces you to be creative with what you've got. But you can also improvise with things you find, such as glass bottles.





With the multipurpose SC-20K assault rifle, you can snipe foes or use special ammo like non-lethal Ring Airfoil Projectiles.



An innovative lock-picking system demands that you wiggle the joystick, as if you truly are searching for tumblers.



You can avoid ugly surprises on the other side of doors by slipping your Optic Cable under the door to get a sneak peek.



Thermal Vision picks up heat signatures—the headset helps you see your way past threats that can't be otherwise spotted.

THE ULTIMATE REMOTE CONTROL

With a GBA-enhanced OPSAT system, you can use the OPSAT's wireless communication capabilities in powerful new ways. You can control computers, elevators and keypads remotely—but even stronger potential lies in its remote weapons control. In combination with the risk indicator system, you can seize control of weapons such as wall mines, automated turrets and sticky bombs and use them to manipulate hostile environments to your advantage.



After you fire the sticky bomb using the SC-20K, your GBA will transmit risk data from the target spot instead of your current position. With the push of a GBA button, you can detonate the bomb when enemies approach it.



Using your GBA, you can deactivate automated turrets and then reactivate them later, turning the turret to shoot wherever you'd like. Do this to eliminate enemies you see on your risk indicator before you see them on your GCN.

LONE WOLVES DO IT THEIR OWN WAY

Barrel through conflicts, slip past enemies or play the puppet master to your foes. You can solve problems in your own style. Consider three ways in which we got past two guards and abducted an officer whose eyes we needed for a retinal scanner.

STARTING POINT





If you play aggressively, you can take out the two guards who patrol the lower floor of a grand entrance hall.



Before the officer enters, you can quickly hide the two bodies in the dark upper balcony so he's not alerted to trouble.



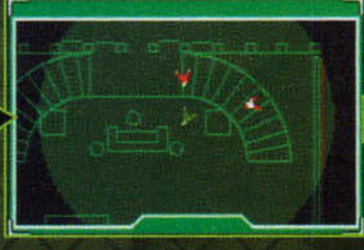
After you use the computer, the guard will enter—you can put him into a choke hold and move him toward the scanner.

If you're the manipulative type, you can jump around the balcony, making noise to lure the guards into the shadows upstairs.



After you use the computer, you can lure the officer upstairs as well, where you can get him into the choke hold more easily.

If you're a daredevil, you can lure both guards upstairs. While they head up, you can drop to the computer.

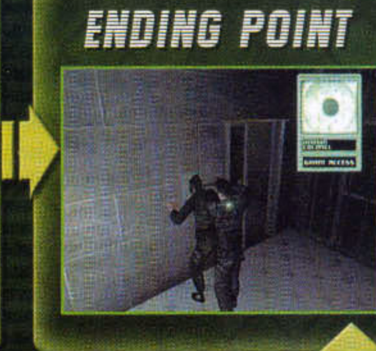


As the guards return downstairs, you can use the GBA to track their positions and turn on the computer simultaneously.



You can dump the KO'd guards where the officer will see them. He'll freak out and head for the alarm—where you'll be waiting.

ENDING POINT



BREAK INTO THE BIG TIME

Splinter Cell infiltrated the Nintendo GameCube in early April. What you'll discover in the former Soviet republic will lead to intense missions in unlikely places. You'll even break into CIA headquarters to gain some insights. With darkness on your side, you can discover the truth before a global situation that ranks among Tom Clancy's worst nightmares explodes.





Untitled - FunEditor
Project Resources Code View Help

FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN



Program Progress

Alien Abduction

Save the Space Race

The Project FUN Game Factory's Alien Rescue project is a space game that challenges the player to pilot a UFO and pick up stranded aliens from a desert planet. The UFO is equipped to carry up to five aliens, fire guns and drop bombs on enemies.

The game employs many concepts that previous Game Factory projects introduced—state machines, physics and animation. It also incorporates some new and previously sparingly used ideas, such as multiple scrolling backgrounds and computer-controlled sprites that react to the player-controlled sprite's actions.



MOVING SCENERY
The floating-planet background scrolls automatically, which gives the scene a sense of depth and realism.



BEGINNER
After you complete the Beginner sessions, you'll have a pilotable UFO, an area in which you can fly it and alens to rescue.



ADVANCED
Completion of the Advanced sessions will result in a field full of enemies.

Beginner Sessions

You'll start the Alien Rescue project by adding four maps that represent the layers of the desert scene, and you'll make the deep background map scroll on its own to give the envronment depth and life. Next you'll establish the UFO sprite, create a state machine to describe its behavior and give it the ability to fire bullets and drop bombs. Once you have a working alien craft, you'll add a timer, a landing zone and animation that shows the mother ship picking up the rescued aliens. You'll wrap up the session by adding stranded aliens and make them run to the UFO when it lands in their vicinity.

Advanced Sessions

As you progress through the Advanced sessions, you'll add several crucial game elements. You'll create enemies for the game, giving them firing movement patterns. You'll also give the UFO a health gauge and account for the possibility of mission failure. After you complete the sessions, you'll have a fully working first level.

Expert Sessions

The Expert sessions add a title screen, instructions and a second level with a new alien and enemy configuration.



EXPERT
By following the Expert sessions, you will add another level and introduce new enemies.

FUN Facts www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of $15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.

Bells & Whistles

Piloting Pluses

After you've completed the Beginner sessions, you can add several cool features that will expand the game's fun factor. Our Bells & Whistles give the player-controlled UFO some new abilities and a new type of obstacle. Once you perform all of the steps, the UFO will hover in place on command and drop bombs that explode with a particle effect when they hit the ground. Also, a new enemy will attack from above.



SPECIAL EFFECTS
One of our Bells & Whistles additions gives bomb explosions some particle pizzazz.



LOOK OUT ABOVE
If you fly too high, a flock of offscreen alien birds will release droppings that will make you lose control of the UFO. Odd but true.

Bird Bombs

As you implement the Advanced steps, you'll add enemies that fire from below. Our first Bells & Whistles addition creates projectiles that fall from above. When the UFO approaches the top of the screen, bird droppings will appear every half-second until the UFO descends. If a dropping hits the UFO, the player will lose control over the vehicle for a full second.

To implement the feature, you will first make the program generate bird-dropping sprites, then you'll work on the sprites' behavior and finally create the UFO's disorientation behavior.

Step 1—Create an Actor and a Sprite

The first step is to exercise your artistic ability and create a BMP file called dropping.bmp using your default paint package. The art should be 16-by-16 pixels and look like something that a bird would drop. Put the file in your Art Assets/Actors folder, then create an actor called DROPPING with an animation set called NORMAL. Add a frame that uses your art and save the animation set. Make a sprite under the Level__1 branch of the project tree and give it the following properties:

```
GENERAL
    Name: masterDropping
    Map: closeMap
    Visible: check
    Unused: check

ANIMATION
    Actor: DROPPING

DISPLACEMENT
    SpeedY: 2
    Vector Direction Y: 1

COLLISION
    Loose Collision: select
    Check Collision with Map: check
    Check Collision with Sprites: check
    Check Same Display List: check
```

Step 2—Add a Variable and a State Machine

Add a global variable with the following properties:

```
Name: droppingTmr
Type: int
```

Then create a new state machine called DroppingGenSM and set it to be used by sprites. The state machine will manage the generation of bird droppings. Give it three states named idle, tooHigh and drop. Add an edge from the idle state to the tooHigh state and replace its Conditions code with the following:

```
//True when the UFO is above the threshold altitude
return This->MapPositionY() < 120;
```

Add an edge from the tooHigh state to the idle state with the following Conditions code:

```
//True when the UFO is at or below the threshold altitude
return This->MapPositionY() >= 120;
```

Open the tooHigh state and fill in its Initial Actions area with:

```
//Set the dropping timer
droppingTmr = 30;
```

In the tooHigh state's Actions area add:

```
//Count down the dropping timer
droppingTmr--;
```

Create an edge from the tooHigh state to the drop state and give it the following Conditions code:

```
//True when the dropping timer times out
return droppingTmr == 0;
```

Create an edge from drop to tooHigh and leave its code as is.

For your last addition to the DroppingGenSM state machine, open the drop state and enter the following Initial Actions code:

```
float offset;
if (This->DirectionX() > 0)
    offset = 130;
else if (This->DirectionX() < 0)
    offset = -130;
else
    offset = 0;

//Point to the sprite template
SpritePTR mstrDrop("masterDropping");

//Generate a clone, activate it and rename it
Sprite *dropping = mstrDrop->CreateSprite();
dropping->Unused(false);
dropping->Name("dropping");

//Position the dropping relative to the UFO
dropping->MapPositionX(This->MapPositionX() +
    This->HotSpotX(1) + offset);
```

Save and close the state machine, then open the UFO sprite's properties and add the DroppingGenSM state machine to its behavior.

Step 3—Add Bird-Dropping Behavior

The DroppingGenSM state machine generates bird droppings based on the UFO's vertical position, but it doesn't destroy them. You can account for the dropping destruction by attaching behavior to the dropping sprites. Create an object function called DroppingsFN to be used by sprites and give it the following code:

```
//If the sprite collides with anything, or reaches a certain altitude,
//delete it
if (This->CollisionWithMap() || This->CollisionWithSprite()
    || This->MapPositionY() > 200)
    This->DeleteFlag(true);
```

Add the function to the masterDropping sprite's behavior.



After you add the new behavior, compile and run the game to see bird droppings fall from the sky. The next step is to change the UFO's behavior.

Step 4—Create a State Machine

When a dropping hits the UFO, the player must temporarily lose control of it. Create a new state machine called UFODisorientSM and set it to be used by sprites. Add three states called normal, disoriented and twitch. Create an edge from the normal state to the disoriented state and replace the edge's Conditions code with the following:

```
// True when the UFO hits a dropping
return This->CollisionWithSprite("dropping");
```

Then add the following to the edge's Actions code:

```
// Set the disorientation counter
This->LocalVariables[0] = 61;
```

Add an edge from the disoriented state to the normal state and replace the Conditions code with:

```
// True when the disorientation counter runs out
return This->LocalVariables[0] == 0;
```

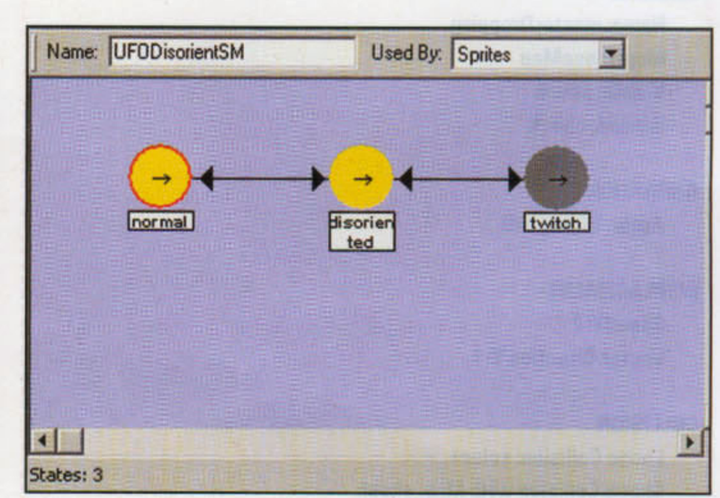
Open the disoriented state and add the following to its Actions code:

```
// Decrement the disorientation counter
This->LocalVariables[0]--;
```

Add an edge from the disoriented state to the twitch state and replace the Conditions code with:

```
// True when the timer counter is divisible by 15,
// which represents one quarter of a second
int timer = This->LocalVariables[0];
return timer%15==0;
```

Add an edge from the twitch state to the disoriented state and leave the Conditions code as is.



The UFODisorientSM state machine switches the UFO to a disoriented state for a second after it hits a dropping.

Open the twitch state and enter the following Initial Actions:

```
// Compute a random turn angle
float newAngle = RandFlt(360);

//If the UFO is facing up at the top of the screen,
//mirror it to face down
If(This->MapPositionY()<40 && newAngle <180)
    newAngle = 360 - newAngle;
//Set the UFO to the new angle
This->VectorAngle(newAngle);
```

Save the state machine, then save the project. Open the UFO sprite and add the UFODisorientSM state machine to its behavior list. Under the General tab, set the number of variables to 1.

Step 5—Compile and Run

Right-click the Game node, open the game's Properties and enter the following code under the OnStart tab:

```
RandReset (timeGetTime());
```

When you compile and run the game, the UFO will behave unpredictably for a full second after it flies into a bird dropping.



The player will lose control over the UFO temporarily after a collision with any alien bird droppings.

Particle Pop

The UFO's bombs disappear when they hit the ground. You can give the collision a more explosive look by adding particle effects. You'll begin by adding a particle system, then you'll add a trigger in the BombFN function.

Step 1—Add a Particle System

Right-click the Particle Systems node under the Level__1 branch and choose to add a system with the following properties:

```
Name: bombExplosion
Unused: check
Number of Particles: 50
Gravity: 0.02
Belongs to: closeMap
```

Enter the following code under the system's OnStart tab:

```
This->Size(1+RandInt(2));
This->Color (RGB(255, 255, 0), RGB(10, 10, 10));
This->MaximumAge (50+RandInt(50));
This->Angle (RandInt(180));
This->Velocity(0.5f + RandFlt(1.5));
```

Step 2—Modify BombFN

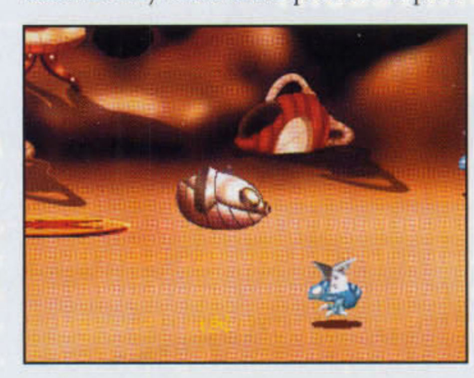
Open the BombFN object function and replace the following line:

```
This->DeleteFlag(true);
```

with:

```
{
    ParticleSystemPTR master("bombExplosion");
    ParticleSystem *explosion = master->CreateParticleSystem();
    explosion->MapPositionX(This->MapPositionX());
    explosion->MapPositionY(This->MapPositionY());
    explosion->Unused(false);
    This->DeleteFlag(true);
}
```

Save and close the function, then save, compile and run the project. You'll see that bombs explode into yellow particles that turn black as they burst at the point of impact.



The particle explosion triggers when a bomb hits the ground. You can change the effects by altering the parameters in the bombExplosion particle system.

H Is for Hover

Since the UFO drops whenever you're not instructing it to ascend, it can be quite a challenge to keep the vehicle steady. Our last addition gives the player more control over the UFO by making it hover in place when the H key is pressed.

Modify UFOMovementSM

Open the UFOMovementSM state machine and add the following code to the state's Actions code:

```
// If the H key is pressed, stop the UFO. Otherwise, let it drop.
if (pKeyboard->IsPressed(DIK_H))
    This->Speed(0);
else
    This->SpeedY(3);
```



With an easy change to the UFO MovementSM state machine, you can make the UFO stay vertically steady when the player presses the H key.

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



X-MEN: NEXT DIMENSION QUICK VICTORY!—PAGE 69

The theme for this issue's CI code and strategy mix is power—the power to defeat enemies with a single shot in Robotech: BattleCry, the power to knock opponents to the canvas in Rocky and the power to go up against the SA-X in Metroid Fusion and win. Input our codes and follow our strategies to power your way through every game on the list.

ROBOTECH: BATTLECRY — GCN

TECH TRICKS — CODES

UNLOCK MISSIONS AND GIVE YOUR VERITECHS NEW POWER.

In Volume 165, we pointed out a glitch that made your Veritech invincible. Robotech: BattleCry features intentional tricks, too—complete with a cheat code interface. Select the New Game or Load Game option to enter the menu that offers Training, Story mode and other game play options. Press and Hold L, R and Z, then press Left, Up, Down, A, Right, B, Start to make the cheat-code interface appear. Input any of the codes listed on this page. A confirmation message and a voice sample from the game will provide code-entry confirmation.

CODE	RESULT
HOLD L, R AND Z. PRESS LEFT, UP, DOWN, A, RIGHT, B, START	CHEAT INTERFACE APPEARS





Enter the button-press code on the mode selection menu to bring up the cheat-code-entry interface.

UNLOCK MISSIONS

Two cheat codes unlock missions. MULTIMAYHEM makes all multiplayer missions available. WEWILLWIN unlocks all Story Mode missions. After you select the mode, you'll see a menu that lists available missions.

CODE	RESULT
MULTIMAYHEM	UNLOCK ALL MULTIPLAYER MISSIONS
WEWILLWIN	UNLOCK ALL STORY MODE MISSIONS

ADD POWER TO YOUR VERITECH

You can make your meetings with enemy mechs laughably easy by giving your Veritech power beyond that of all other machines. The BACKSTABBER code enables you to defeat any enemy in a single shot—a normal gun shot or a sniper shot. The SNIPER code enables you to defeat enemies with one shot, but only in sniper mode.

CODE	RESULT
BACKSTABBER	DEFEAT ENEMIES WITH ONE SHOT
SNIPER	DEFEAT ENEMIES WITH ONE SNIPER SHOT
SUPERMECH	MAKE YOUR VERITECH INVINCIBLE

REPLENISH WEAPONS QUICKLY

Bullets and missiles automatically replenish, but the process takes time. You can speed up ammo regeneration with three cheat codes.

CODE	RESULT
MARSBASE	REPLENISH MISSILES QUICKLY
SPACEFOLD	REPLENISH GUNS QUICKLY
MIRIYA	REPLENISH ALL WEAPONS QUICKLY

UNLOCK VERITECHS AND PAINT SCHEMES

You have your choice of Veritechs and paint schemes in multiplayer missions. Expand your choices with two codes.

CODE	RESULT
MISSMACROSS	UNLOCK ALL VERITECH PAINT SCHEMES
WHERESMAX	UNLOCK ALL VERITECHS AND AWARDS

CLEAR CODES

If you want to reverse the effects of all cheat codes, enter CLEAR as a code.

CODE	RESULT
CLEAR	CLEAR ALL CHEAT CODES

ROCKY — GCN

GONNA CHEAT NOW — CODES

GIVE YOURSELF MORE BOXING OPTIONS AND BETTER STATS.

Rocky Balboa's video game saga unfolds more quickly than his first fight against Clubber Lang when you use a collection of main-menu codes. Two of the codes unlock boxers and arenas for exhibition matches, along with every movie in the Gallery. The other code adds excitement to the fights by pumping up boxer stats.

FEATURE-UNLOCKING CODES

At the start of the game, the Exhibition mode offers a selection of four boxers and one arena. After you enter either of the codes below, the list of available boxers will grow dramatically, all of the movies in the Gallery will unlock and all 12 arenas will become selectable venues. The first code gives you 28 boxers to choose from (all but the Rocky statue and Mickey Goldmill). The second code adds the Rocky statue and Mickey to the mix.

CODE	RESULT
HOLD R, PRESS RIGHT, RIGHT, RIGHT, LEFT, RIGHT, L	UNLOCK ALL ARENAS, ALL MOVIES AND 28 BOXERS
HOLD R, PRESS UP, DOWN, DOWN, LEFT, LEFT, L	UNLOCK ALL ARENAS, ALL MOVIES AND ALL BOXERS



Enter either of the feature-unlocking codes at the Main menu. A sound effect will confirm correct entry, and your boxing options will expand.

STAT-ENHANCING CODES

You can make matches play out more quickly with codes that add punch power and speed for both boxers. Another code adds to Rocky's stats in Movie mode. The stats listing won't show inflated numbers, but Rocky's performance will demonstrate a definite improvement.

CODE	RESULT
HOLD R, PRESS RIGHT, DOWN, LEFT UP, LEFT, L	ADD PUNCH POWER FOR BOTH BOXERS
HOLD R, PRESS DOWN, LEFT, DOWN UP, RIGHT, L	ADD SPEED FOR BOTH BOXERS
HOLD R, PRESS RIGHT, DOWN, DOWN UP, LEFT, L	ADD TO ROCKY'S STATS IN MOVIE MODE



By giving Rocky inflated stats at the beginning of Movie mode, you should be able to blaze through the first few matches with little difficulty.

DEAD TO RIGHTS — GCN

RIGHTS FIGHTS — CODES

GIVE JACK SLATE A FIGHTING CHANCE AS HE SWEEPS THROUGH GRANT CITY.

In Volume 167, we examined two codes that make Dead to Rights more challenging—one code enables Hard Boiled mode, another one disables the target crosshairs. This month, we'll help you make the game easier but just as much fun. Enter any of the codes listed below at the main menu, where your choices are New Game, Load Game and Options. A confirmation message will follow correct code entry. The cheats take effect in Chapter 2.

CODE	SCREEN MESSAGE
HOLD L AND R, PRESS UP, LEFT, DOWN, RIGHT, X	10,000 BULLETS MODE
HOLD L AND R, PRESS RIGHT, X, X, X, B	BOOMSTICK MODE
HOLD L AND R, PRESS RIGHT, B, LEFT, X, Y	FIGHT CLUB
HOLD L AND R, PRESS DOWN, X, LEFT, LEFT, LEFT	ONE-HIT WONDER
HOLD L AND R, PRESS B, LEFT Y, UP, DOWN	WUSSY MODE
HOLD L AND R, PRESS X, X, UP, UP, B	YOUR SKILLS ARE EXTRA ORDINARY

10,000 BULLETS MODE



Every weapon that you pick up will have unlimited ammunition.

BOOMSTICK MODE



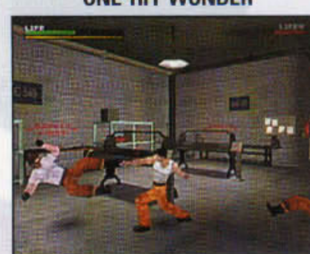
You'll have three rifle weapons, all with infinite ammunition.

FIGHT CLUB



Fewer enemies will be armed, so you'll rely on hand-to-hand combat.

ONE-HIT WONDER



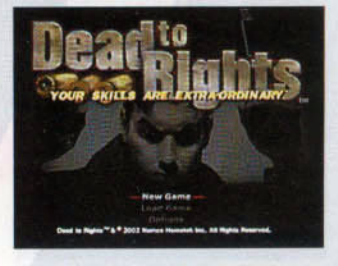
You'll be able to defeat most enemies with a single punch or kick.

WUSSY MODE



Enemies will be weaker and you will be stronger.

YOUR SKILLS ARE EXTRA ORDINARY



Your punches and kicks will be stronger than normal.

METROID FUSION GBA

FUSION FINALE

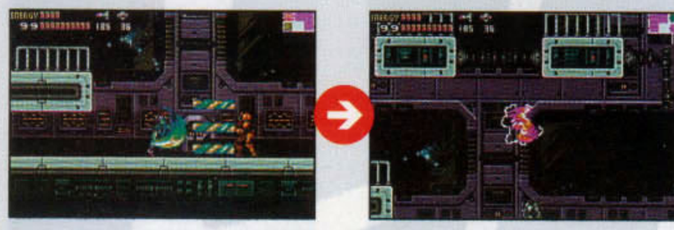
TIPS

BATTLE AN SA-X AND GO HEAD-TO-HEAD WITH AN OMEGA METROID IN THE CONCLUSION OF METROID FUSION—THEN PLAY AGAIN FOR A BETTER ENDING!

Our Volume 165 Metroid Fusion coverage ended with the Screw-Attack-recovering battle against Ridley. You have two more fights to go before you can call the mission a success. Head to the Operations Room to change the station's orbit. There, you'll finally fight an SA-X.

SA-X

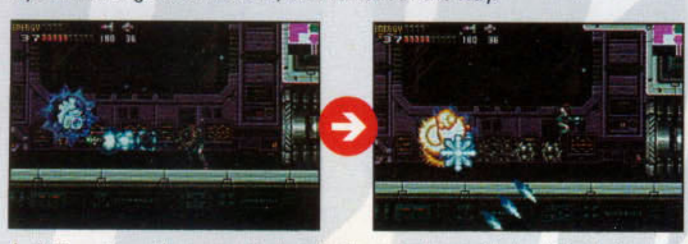
When you reach the locked door to the Operations Room, you'll hear an explosion and your battle with the SA-X will begin. Drop to the floor of the large chamber and charge your beam. The creature will attack with a pumped-up version of the Ice Beam—a single hit will deplete nearly 100 energy units. Hit the SA-X with your charged beam, then run toward it and hop over it (or run under it if it jumps) and charge your beam again as you move. As soon as you are a safe distance from the creature, turn and fire. You'll hit the SA-X even if it's offscreen. After you hit the beast several times it will transform into a huge one-eyed monster. Hit the creature's eye with charged beam blasts and run out of the way when it leaps. Most of the time it will leap high and target you on the way down, but it will occasionally take very short hops instead. Stay on your toes and be ready to move. After you defeat the creature, it will turn into an X parasite. Hit it with missiles when its eye is open.



Run from the SA-X as you charge your beam, then turn, fire and run toward the beast. Avoid a collision as you and your enemy cross paths.



After the SA-X transforms into a huge, grotesque creature, hit the enemy's eye with charged beam blasts, then run out of the way.



An X Parasite will present the battle's last challenge. Hit it with missiles when its eye is open, then jump to avoid its return fire.

OMEGA METROID

After your victory against the SA-X, enter the Operations Room and change the station's orbit. Once the orbit is altered, you'll have three minutes to get out. When you return to the docking bay, you'll find that your ship is gone and that an Omega Metroid has escaped from the lab. Allow the beast to knock you out with one swipe of its claw, then watch as an SA-X attacks the Metroid. After the SA-X is down, you'll have another chance to fight. Collect the SA-X parasite to fill your tanks and earn the updated Ice Beam, then attack the Omega Metroid with a rapid-fire beam barrage. Get close to the Metroid and target its body. After you finish off the creature, your ship will return to the docking bay and you will be able to make your escape.



You'll find an Omega Metroid where your ship used to be. After it knocks you down, it will tangle with an SA-X.



Pick up the parasite that the SA-X leaves behind, then attack the Metroid's body with the Ice Beam. Keep blasting and outlast the beast.

EARN ENDINGS

Metroid Fusion has five endings, each showing a different shot of Samus Aran. The ending that you earn depends on the time it takes you to complete the game and on the percentage of the station's 100 tanks you collect. The best endings—the ones that show Samus without her armor—require that you finish the game in less than two hours and collect all of the tanks.

CLEAR TIME	ITEMS	ENDING
LESS THAN 2:00	100%	ENDING 1
LESS THAN 2:00	LESS THAN 100%	ENDING 2
MORE THAN 2:00	100%	ENDING 3
BETWEEN 2:00 AND 4:00	LESS THAN 100%	ENDING 4
MORE THAN 4:00	LESS THAN 100%	ENDING 5



At the game's conclusion, you'll see your completion time and item-collection percentage. Play again and try to get a better ending.

X-MEN: NEXT DIMENSION GCN

THE X FACTOR

CODES

WIN EVERY MATCH IN RECORD TIME BY CHEATING PAST YOUR OPPONENTS.

The battles can get mighty challenging in the late rounds of X-Men: Next Dimension, but you'll win every one of them in an instant if you enter the three codes listed below at the main menu. You may have to enter the codes a few times before they register. A message will confirm successful entry. The first code on the list affects only computer-controlled opponents, making them stand still in Story mode and Arcade mode matches. The other codes affect both combatants.

CODE	RESULT
UP, UP, DOWN, DOWN, A, A, B, B, X, X, Y, Y	COMPUTER-CONTROLLED FIGHTERS STAND STILL
UP, UP, DOWN, DOWN, X, Y, Y, X	FIGHTERS ARE KNOCKED OUT AFTER ONE HIT
UP, UP, DOWN, DOWN, A, X, A, X	SUPERS ARE UNLIMITED



After you enter the first code on the list and jump into a one-player game, your opponents will stand still and take a beating without fighting back.



The one-hit code makes every hit knockout worthy. It provides a good one-two punch with the code that disables computer-controlled opponents.



After you enable all Supers, both fighters will be able to pull off Super moves without filling their Super meters.



BMX XXX GCN

BMX BIKE BLAST

CODES

UNLOCK EVERY BIKE AND LEVEL IN ACCLAIM'S EXTREME BMX THRILLER.

Much has been made of BMX XXX's M-rated content, but at its core the game is about extreme sports with tons of levels, bikers and extras. You can unlock every level, biker and bike by using cheat codes. Select Acclaim Extras from the main menu, then choose Cheats and enter any of the cheat codes listed below. The sound of a crowd's reaction to a spill will confirm code entry.

CHARACTER AND BIKE UNLOCKS

Every character has five bikes. With 13 characters, that makes a total of 65 bikes. That's why 65 SWEET RIDES is the code that unlocks every bike. You can unlock the bikes by the rider, too. After you enter a code, select the rider to find that he or she has a full ride selection.

CODE	RESULT
ELECTRICITYBAD	UNLOCK AMISH BOY
TWAN187	UNLOCK TWAN'S BIKES
MIKA362436	UNLOCK MIKA'S BIKES
RAVE10	UNLOCK RAVE'S BIKES
LATEY411	UNLOCK LA'TEY'S BIKES
ITCHI594	UNLOCK ITCHI'S BIKES
KARMA311	UNLOCK KARMA'S BIKES
MANUEL415	UNLOCK MANUEL'S BIKES
HELLKITTY487	UNLOCK HELLKITTY'S BIKES
TRIPLEDUB922	UNLOCK TRIPLEDUB'S BIKES
JOYRIDE18	UNLOCK JOYRIDE'S BIKES
SKEETER666	UNLOCK SKEETER'S BIKES
NUTTER290	UNLOCK NUTTER'S BIKES
AMISHBOY1699	UNLOCK AMISH BOY'S BIKES
65 SWEET RIDES	UNLOCK ALL BIKES

LEVEL UNLOCKS

You can unlock levels the hard way (by completing objectives in the Hardcore Tour) or the easy way (by cheating). Unlock them one at a time or get them all at once with the MASS HYSTERIA code.

CODE	RESULT
THATDAMLEVEL	UNLOCK THE DAM
IOWARULES	UNLOCK RAMPAGE SKATEPARK
BAABAA	UNLOCK SHEEP HILLS
BOYBANDSSUCK	UNLOCK SYRACUSE
UNDERGROUND	UNLOCK UGP ROOTS JAM
SHOWMETHEMONEY	UNLOCK LAS VEGAS
SHOWMETHEMONKEY	UNLOCK LAUNCH PAD 69
MASS HYSTERIA	UNLOCK ALL LEVELS



The Dam has a lot of big climbs and huge drops. Look out below!



Las Vegas is crowded with glitzy obstacles.





ONE STONE TO GO

AFTER YOUR DRAGON ROCK ADVENTURE, YOU'LL HAVE ONE LAST SPELL-STONE TO PUT INTO PLACE.

With three SpellStones in their proper places and the last one in your hands, you'll return to Cape Claw for a final visit to the Ocean Force Point Temple.

CAPE CLAW

A wooden barricade blocks the entrance to Ocean Force Point Temple. You can blast through the barricade with a SharpClaw cannon. Cross the water to the beach where you found the CloudRunner queen and search for a portal. Open it, extinguish a fire on the other side and continue to the cannon. Then blast the Ocean Force Point Temple barrier.



You'll see the cannon on a ledge. Cross the water to the beach left of the ledge, gain access to the cannon by way of a cave and aim at the barrier.





Before you leave for the temple entrance, you'll discover that you can destroy two more blockades to access items and more staff energy.

OCEAN FORCE POINT TEMPLE—FLOOD PUZZLE

You'll discover that there are more electrical tiles in the opening section than there were during your first visit, but the other obstacles are gone. After you warp, enter a rectangular doorway, turn left and walk through a short tunnel to a large, flooded room. You'll find a block to your right. Push and pull it to the edge of a ledge and climb up to a switch. After you hit the switch, a portal will open. Drop to a SharpClaw disguise pad and use it to open an alcove. Hit a switch in the alcove to make the water rise.



Push a block into position for ledge access. Hit a switch on the ledge to open a portal. Then make the water rise and swim to the open path.

OCEAN FORCE POINT TEMPLE—FLAME PUZZLE

You'll discover a carousel that holds four torches and four tall fountains. Hit a switch on the wall to light the torches and make the carousel spin. Fire at the switches above the fountains to douse the flames that match the fountains' tile colors. If you run out of firepower, climb the wall above the switch to collect a gem. After you extinguish all flames, a door to the next area will open.



Douse the flames with water from color-matching fountains. As you extinguish the flames, the carousel will spin faster.

OCEAN FORCE POINT TEMPLE—BLOCK PUZZLE

The final puzzle in your last visit to Ocean Force Point Temple is a more complex variation of the original sliding block puzzle. You must hit the sides of the block in the pit to make the block slide into its target area without hitting the side of the pit. Start with your back to the closed door, fire at the block to make it slide, then move clockwise around the corner of the pit and fire at the block again. Move around the pit in a counter-clockwise pattern and fire at the block every time you round a corner. Five more hits will put the block into its target area. After you have solved the puzzle, a Rocket Pad will appear in the room, giving you access to the upper ledges. Follow the path to the SpellStone's resting place.



Start with your back to the closed portal, hit the block, move around the corner to your left and hit the block again.



After the first two hits, move around the pit to the right and hit the block five more times. Once it's in place, you'll have access to the upper ledges.

CLASSIFIED INFORMATION

ONE GAME. IN-DEPTH STRATEGY.

CI: SPECIAL REPORT

THQ'S RED FACTION II

IN-DEPTH STRATEGY GCN

THQ's Red Faction II is a first-person shooter with style and action to spare. You begin the game as Alias—the leader of a squad of genetically enhanced supersoldiers—but play as other characters as the game progresses. In addition to the deep single-player adventure, Red Faction II has a fantastic multiplayer mode. The game is rated M for violence, blood and gore.



GUNS AND BUTTER

Red Faction II boasts 11 massive single-player levels and 31 multiplayer arenas. While playing, you can deal damage with 14 types of pistols, rifles and heavy weaponry, plus toss a variety of grenades and explosive charges.

BASIC BUSINESS



Most of the levels are of the straightforward FPS type—lots of running and shooting, with a few doors to open and the occasional puzzle. Why mess with a good thing?

DRIVING MISS CRAZY



Vehicle-based levels break up the FPS portions of the game. You man the gunner position while another squad member drives.

GIVE ME A SECOND



Many weapons have a secondary function (usually an explosive device). The L Button is the default secondary trigger, but you can set up the Controller however you like—a nice touch.

DOUBLE TROUBLE



You can trigger dual weapons individually with the L and R Buttons. It's a very cool feature that lets you shoot with one gun, then reload while you fire with the second.

GEO-MOD TECHNOLOGY

The Geo-Mod system is Red Faction II's claim to fame. The unique physics engine lets you blow holes in walls, floors and ceilings—assuming you have the proper firepower. You can use the system to sneak around enemies, find hidden rooms or just cause a whole lot of destruction.

THE GOLDEN PATH



If it's too dangerous to try a frontal attack, clear a path by knocking down a few walls, then get behind your foes and surprise them from the rear.

BIG SECRETS



You can find secret weapons and power-ups by blasting holes in walls. Finding a secret room will also often help you complete a bonus objective.

BONUS OBJECTIVES



There are dozens of unlockable extras in the game, including gallery artwork, multiplayer levels and more. You'll open some by clearing a level on a certain difficulty setting, and others by completing a bonus objective. Our CI Special Report shows you bonus objectives for the first three levels.

THE FOREIGN LANDS: PART 1

COMPLEX EXTERIOR

The game begins with a bang as you must storm an enemy compound and retreive a Nano-cell. Secure the courtyard so your air support can open the front door.

INFILTRATE THE MILITARY COMPOUND & DISABLE THE GUARD TOWERS



Use your N.I.C.W.'s secondary function to blow a hole in the outer wall, then fire rounds at the bases of the guard towers until they collapse. It's possible to drop all the towers from behind the wall, but you may find it easier to enter the courtyard and take them out from close range. Don't panic if you take damage—there are plenty of health kits in the area.

HOLD THE COURTYARD UNTIL SHRIKE ARRIVES & ENTER THE COMPLEX



Your buddy Shrike is circling the compound in a gunship, but he won't attack until you clear the courtyard of enemies. When a foe appears on an overhead catwalk, use the N.I.C.W.'s explosive rounds to blast the catwalk and send him tumbling to his doom. When all the enemies are gone, Shrike will blast open the front doors so you can enter the complex.

THE FOREIGN LANDS: PART 2

CONTAINMENT FACILITY

Enemies will attack from all sides inside the containment facility. Wait for them to cluster around a vehicle, then blast the car to send your foes flying.

USE THE VENTILATION SYSTEM TO REACH THE BASE





There is a ventilation shaft in the back of the first room you enter. Approach a man in a yellow shirt and scare him away (he's a civilian—so don't use deadly force), then blast open the grating that covers the vent. Use night vision inside the shaft to find your way around.





Drop out of the ventilation shaft and start blasting. Enemies approach from multiple angles, so strafe continuously and use the side hallways for cover. After the firefight, use explosives to blast a hole in the floor at the end of the room, then go through the vents to the next area.

BONUS: RESET THE AUTOMATED TURRET



When you enter the next room, run to the far end and blast a hole in the wall to the left or right of the automatic turret. Walk behind the turret and press A to make it fire on enemy soldiers. While it does the dirty work for you, enter the elevator, go to the second floor and press the green button on the control panel to gain access to the Nano-cell.

DESTROY COOLANT UNITS ON THE STORAGE MODULE & RECOVER THE NANO-CELL FROM THE CENTRAL CORE





Run across the catwalk on the second floor and shoot the two blue coolant units at the top of the storage module. Grab the Nano-cell from the module and leave the building through the main hallway.

PUBLIC INFORMATION BUILDING: PART 1

LOBBY LEVEL

The game picks up two years after the theft of the Nano-cell. A guerrilla group called the Red Faction has agreed to help your squad topple the government. Your main objective in the second level is to assassinate the government leader, Chancellor Sopot—but other objectives will appear as you play. In this level, you can regain health by standing still for a few moments.

BONUS: EXIT THE BOOTH VIA A GEO-MOD HOLE



You'll start the mission inside a small room. Blast a hole in the left-hand wall and exit to complete a bonus objective. Once you're out, use the NGL-8 grenade launcher to take out your enemies. If you want to celebrate the revolution, blast the statue of Chancellor Sopot before you enter the next room.

USE ELEVATORS TO REACH THE TOP FLOORS





When you enter a room with elevators in it, take out three enemies on the ground and one on a catwalk above, then use the blue-colored elevator. Enemies will shoot at you from the sides as you ascend—take them out as necessary. Near the top of the ride, a pair of soldiers will descend in another elevator. Blast them both, then jump to their elevator and continue up. If you want to save time and hassle, drop to the floor after you blast the pair of soldiers and use a ladder to reach the top of the room.

PUBLIC INFORMATION BUILDING: PART 2

ADMINISTRATION AREA

The next stage takes you through an office full of people. If your crosshairs are red, you're pointing at an enemy. If they're white, you're pointing at a civilian. Shoot the enemies only.

ENTER THE MARKETING DEPARTMENT



Your friend Tangiers will open doors as you move through the area. At the first glass door, lay down suppressing fire and take out the enemies in the next room. Once the door is open, go down the hall and toss a grenade into the conference room. When you reach a window-lined hallway, hang a right and enter the storage room before the flying gunship mows you down.

BONUS: DISABLE THE TURRET WITH AN OBJECTIVE CHARGE



When you enter a room full of office cubicles, use the NGL-8 to blast a path through them and reach the end of the room. (Crouch and fire when you enter the room—you'll need to blast five holes.) After you clear a path, use the A Button to plant an explosive charge on the turret.

PUBLIC INFORMATION BUILDING: PART 3

PROPAGANDA STUDIOS

Clear the staircase as you climb, watching out for grenades from above. You may want to switch to pistols on the stairs—the blowback from the NGL-8 can cause serious damage. After the stairs, wait for the gunship to explode before you continue.

BONUS: DESTROY THE CONTROL ROOM
BONUS: DISRUPT SOPOT'S BROADCAST



As soon as you enter a television station, fire the NGL-8 through the glass windows on the right-hand side of the room to complete two bonus objectives. Frag the rest of the enemies (including a couple on the catwalk above) then enter the room to the right and go through a door. Grab ammo and a health kit from the anchor desk if you're low on supplies.

BONUS: DESTROY SOPOT'S ARCHIVES



The next room contains a number of soldiers, as well as Sopot's media archives. The soldiers are pretty tough cookies, so hit them with the NGL-8 instead of smaller weaponry. Once you've vanquished the soldiers, toss a few grenades around the room to destroy the archives and complete another bonus objective.

BONUS: FIND THE FAST WAY OUT



After you enter a room with two anchor desks, use the NGL-8 to blast the ends of the catwalk and send it crashing to the floor. (You may need to fire more than two shots.) Climb the fallen catwalk and go through the door at the far end.

PUBLIC INFORMATION BUILDING: PART 4

IN THE RAIN

After you blast the television station, Sopot will flee to the roof. Head for the rooftop and chase him down—but watch out for soldiers and circling gunships.

BONUS: DISABLE THE RADAR CONTROL CONSOLE





After you climb a small set of stairs, look for a radar dish. Before you reach the dish, go through a door on the left-hand side. Eliminate all the enemies in the hallway (watch for a few that blast a hole in the wall and come after you), then make your way to a large computer room. Shoot all the green monitors to complete another bonus objective.

PUBLIC INFORMATION BUILDING: PART 5

TO THE ROOFTOP

You won't be able to take out Sopot, but you will be able to put a serious dent in his gunship fleet. Before you take on the final boss—a massive armored flying machine—pick up a new weapon, the W.A.S.P.

BONUS: FIND THE BONUS WEAPON





When you enter a room with a metal staircase inside, use explosives to blast a hole in the wall at the stairs' base. Go through the hole and climb a ladder to get the W.A.S.P. and give yourself a fighting chance during the final boss fight.

SECURE THE HELIPAD



The last gunship is more powerful than previous ones. Stand in the doorway and fire a couple of shots with the W.A.S.P., then duck behind the doors before the gunship can return fire. Continue shooting and hiding until the boss explodes into a thousand pieces. If you run out of W.A.S.P. ammo, go back to the room where you got the gun and grab more.

SHRIKE'S WILD RIDE: PART 1

SEARCH AND DESTROY

The next mission takes place in the air. You must man the weapon chair of a gunship while Shrike flies you around the city. You have unlimited ammunition in the level, so feel free to hold down the triggers when you're in trouble.



Some offices contain innocent workers and some contain gun-wielding maniacs. Make sure that your target is the right one before you unleash a hail of bullets. You can also fire rockets with the L Button. Rockets do a lot of damage, but they take a few seconds to reload.

SHRIKE'S WILD RIDE: PART 2

AERIAL ENCOUNTERS

After you clear out the bad eggs from the office, a squad of gunships will attack you. If you're quick and accurate, you can also complete a couple of bonus objectives during the ride.

EVADE AND DESTROY GUNSHIP PATROLS





Lock on to a single gunship with the Z Button and fire a rocket, then use your machine gun to finish it off while the rocket reloads. Gunships approach both from the front and from behind, so look in all directions while flying.

BONUS: DESTROY THE GUNSHIP REFUELING STATION



After you fly past a skybridge, Shrike will circle a building and hover in front of a gunship refueling station. (You'll know you're there when you see a large red star on the side of the building.) Blast four blue storage tanks (there are two to either side of the star) to complete the objective.

SHRIKE'S WILD RIDE: PART 3

BROTHERS-IN-ARMS

Your Red Faction brethren are engaged in a running gun battle with Sopot's forces. Swoop down and help them out to complete a few more bonus objectives.

BONUS: DESTROY THE MILITARY CONVOY



After an initial battle with Sopot's men, you'll fly over a large stretch of highway. Blast the military convoy on the road (it consists of tractor trailers and a few green army vehicles). You'll have only a short time to shoot everything before Shrike wheels off in a new direction, so work fast.

BONUS: AID RED FACTION TROOPS IN THE STREETS



Right after you destroy the convoy, you'll zip around a building and see three vehicles in the street. One is a red van, and the other two are white army units. Shoot the two white vehicles with rockets. (Red Faction members—your allies—always drive red vans. Avoid shooting the vans at all costs.)

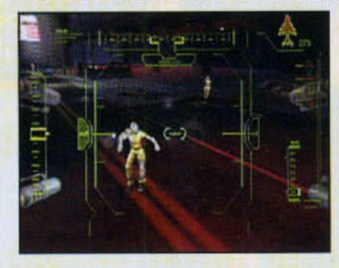
BONUS: DESTROY THE BATTLE ARMOR
BONUS: DEFEND THE RED FACTION OUTPOST





The battle armor is a large mechlike robot surrounded by army vehicles. Blast the battle armor with your rockets and machine guns, then turn your attention on the rest of Sopot's goons. Blast everything that isn't related to the Red Faction to defend the outpost successfully.

BONUS: PROTECT RED FACTION FROM THE PROCESSED



To complete the final objective, wait for Shrike to fly very close to the ground, then open fire on the yellow-clad Sopot army. You don't have to shoot every one to complete the objective, but you have to hit most of them. After you finish the flight, Shrike will crash-land and leave you on your own.

FIGHT THE POWER!

THREE DOWN, EIGHT TO GO

Sopot's tyranny must be stopped! The will of the people is supreme! The machinery of capitalism is oiled by the blood of the workers! Whatever slogan you like, Red Faction II brings enough firepower and freedom-fighting to keep your palms sweating for a long while.

LOST KINGDOMS II™

EPIC CENTER

SPECIAL REVIEW

The sequel to 2002's best-selling GCN RPG is coming! Activision and From Software have gone all out to make Lost Kingdoms II a truly fantastic experience.

Lost Kingdoms was a breath of fresh air for gaming fans the world over, and Lost Kingdoms II is no different. Seamlessly combining elements of the RPG, action, collection and card-battling genres, the title is one of the most ambitious to appear on the Nintendo GameCube in some time. Pull up a seat at the table and ante up your amazement—Lost Kingdoms II is one card game that never makes you decide whether to hold 'em or fold 'em.

Historically Speaking

The first Lost Kingdoms game put you in the shoes of Katia, a princess in the land of Argwyll. Thanks to the power of her magical cards and a precious item called the Runestone, Katia was able to unite her kingdom's warring factions and bring peace to a fractured land. Lost Kingdoms II takes place 200 years after the first game and features a new heroine named Tara Grimface. Like Katia, she is a Runestone-wielder and card master, but unlike Katia, her past is shrouded in mystery.



Katia's fame has grown in the centuries since the first game, and reminders of the beloved queen are everywhere.



Merchants are still willing to give you rare cards in exchange for red fairies. This time, the shopkeep is named Jarvi.

Play Your Cards

The meat and potatoes of Lost Kingdoms II is the staggering array of cards. There are more than 200 different ones in the game, and each brings forth a different type of monster that you can use in battle. As you play, both Tara and the cards will earn experience points. Tara's EP grants her increased health and magic points, while the cards' EP lets Tara copy or upgrade them in the local card shop.



The card shop is where the action is—you can buy and sell cards, upgrade experienced cards to more powerful ones or duplicate a card if you want more than one copy in your deck.



Upgrading is a great way to procure rare and extremely powerful cards. Think carefully, however—once you upgrade a card, the old one will disappear.

Variety Is the Spice of Life

There are five card types: Weapon, Summons, Independent, Helper and Transform. The Transform and Helper cards are new to Lost Kingdoms II, and they allow Tara to turn into a creature for a short period of time or boost certain stats. Transform cards also enable Tara to reach secret areas by jumping over obstacles, breaking down walls or flying over gaps.



Transform-type cards are some of the most powerful in your inventory. They give Tara the ability to become a Hell Hound, a Stone Golem, a Birdman and more.



Independent-type cards run around the battlefield on their own, attacking enemies as they go. Helper-type cards can increase your stats while in play and also lay traps for the enemy.



Weapon-type cards attack in whatever direction Tara is facing and can be used multiple times. Summon-types are one-use powerhouses that deliver massive attacks.

Worlds of Wonder

Lost Kingdoms II comprises over 25 different areas. Each time you visit an area, you'll have the freedom to wander wherever you want and attack or run from enemies as you see fit. There is also much more to see and do in each area than in the first game, including lots of hidden side quests, secret areas and special treasures that you can reach only by destroying items or using a certain Transform-type card.



Some levels involve multiple quests or require you to work with a partner. Others are simply a matter of moving from one end of an area to the other.



When you gain new Transform-type cards, you can often return to an area and access new items or secrets.

Battle On

All battles take place in real time. Since Tara can't attack enemies directly, she is dependent on the cards in her deck. You can have up to 30 cards in a deck at one time. (That may not seem like a lot, but it's usually more than enough to clear an area with a few left over, as long as your battle strategy is sound.) Unlike in the first game, battles are not confined to small spaces—Tara can run around an enemy while the cards do your dirty work, or even toss a few cards at one enemy and then run across the battlefield to chuck new cards at a different foe. In another new twist, you can revisit an area after completing it the first time and then keep coming back as often you want. Finally, the capture throw from Lost Kingdoms has been replaced with a special Capture Card. If you deliver the finishing blow with such a card, you can turn the affected monster into a card and add it to your deck.



The battlefield action gets fast and furious when multiple cards are slugging it out. Luckily, the game zips along without a hint of slowdown.



LK II's Summon-type cards have multiple attacks, giving you more ways to dispatch a foe. Summon animations are quite impressive.



Some of the cards will look familiar if you played the first title, but there are plenty of new ones—including some really far-out creatures!



Each card and monster has its own elemental type. If you attack with the right elemental, you can do more damage.

The Fell Beasts

Since nearly every monster can be turned into a card, some of your best weapons are also your fiercest enemies. Monsters can be anything from the familiar (such as Skeletons and Hobgoblins) to the bizarre and frightening (Dark Treants and even Death itself). Finding new monsters and their cards is one of the most enjoyable parts of the game.



Robotic fighters add a new element to the game. Robots have very high defensive stats and no elemental weaknesses.



Even a real-world creature like an elephant can become a fantastic attack in the world of Lost Kingdoms II.



Some of the monsters, especially the boss characters, are scary huge. You'll need a strong deck and plenty of guts to take them down.

Friend or Foe

Lost Kingdoms II has a great multiplayer mode in which you and a friend battle to see who is the master of the cards. If you have a saved game file, you can upload your deck from story mode and attack with your fiercest cards (only your deck is uploaded, not Tara's personal stats). If you and your opponent are both newcomers to the game, or if one player doesn't have a save file, you can play with a rental deck that the computer chooses.



There are several battle arenas in multiplayer mode, including some that you'll recognize from the story portion of the game.



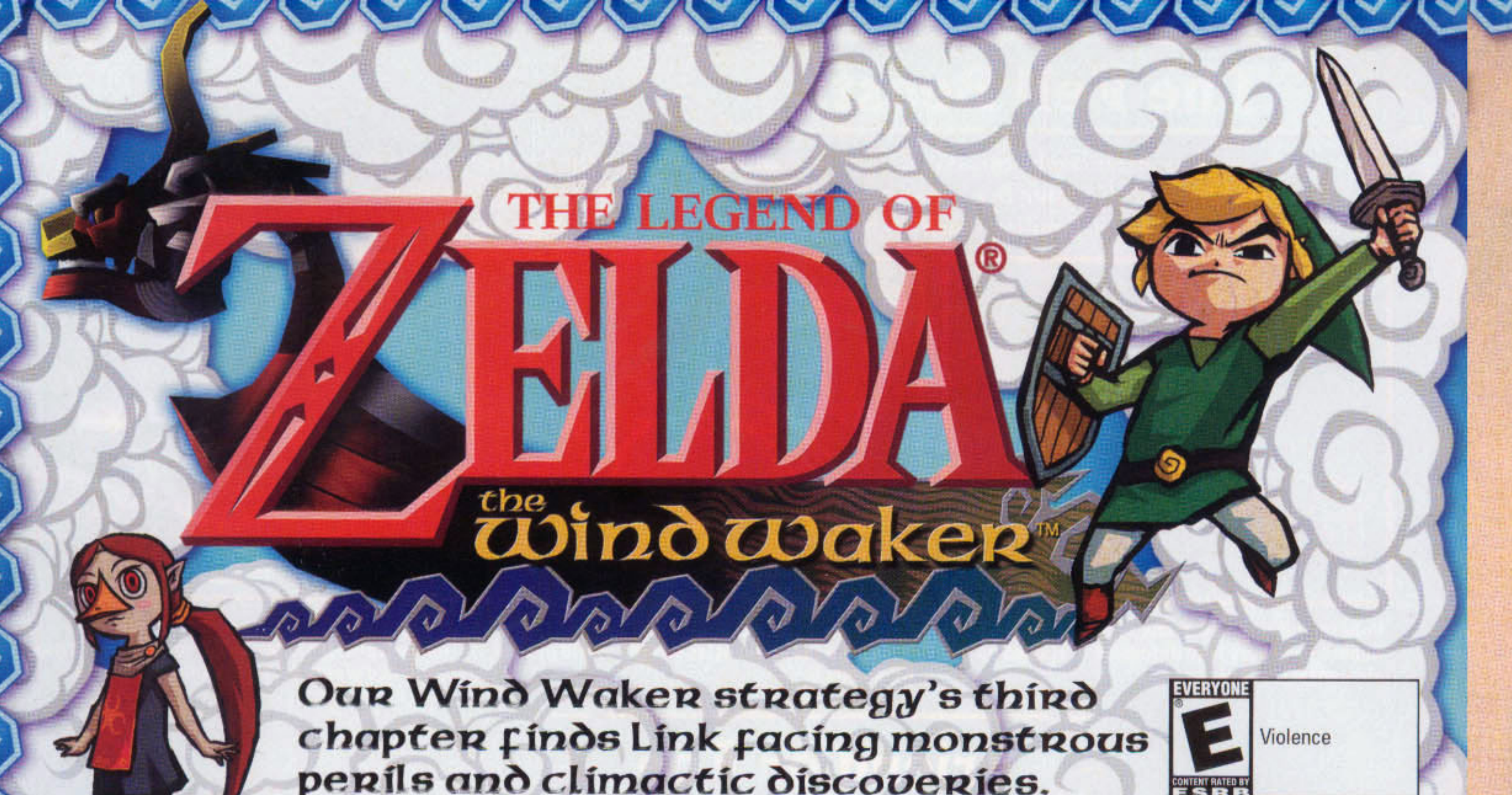
You and your friend can choose to wager cards on the outcome of the game—winner take all. Each combatant must have a save file if you want to make a wager.

Lost No More

It's almost unfair to create a magazine article about a game like Lost Kingdoms II because still screen shots don't do justice to its beauty. The designers have made a lot of intelligent and helpful changes since the first title, and gamers everywhere owe it to themselves to take a look. This May is Lost Kingdom II's time to shine!







Our Wind Waker strategy's third chapter finds Link facing monstrous perils and climactic discoveries.

BEFORE YOU SAIL

When last month's strategy coverage ended, you'd placed the three pearls. Make sure you've placed them before sailing.

- Enter the Tower of the Gods
- Learn the Command Melody
- Get the Hero's Bow & Defeat Gohdan
- Enter Hyrule Castle
- Get the Master Sword
- Learn the Ballad of Gales from Cyclos
- Enter the Forsaken Fortress
- Defeat Phantom Ganon
- Free Aryll & Defeat the Helmaroc King
- Get item upgrades at Fairy Fountains
- Get the Power Bracelets
- Get the Iron Boots
- Learn the Earth God's Lyric
- Teach Medli the Earth God's Lyric
- Enter the Earth Temple with Medli

TOWER OF THE GODS

Reaching the tower's top is a perplexing puzzle and a true test of Link's courage. On the first floor, use the sail to move through the water, or cruise with R and the Control Stick. Use the water's rise and fall to reach submerged doors and stairways.



1 TIMELY RISE AND FALL

The central chamber is completely flooded—not to worry though—the *King of Red Lions* will guide you. You'll have to raise or lower the water level to access some doors.

2 CRACKED WALLS HIDE THE MAP

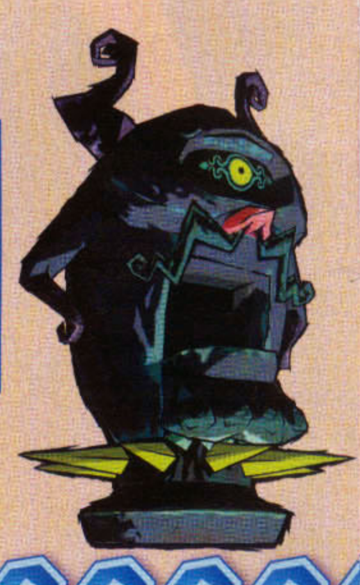
Sail to the central chamber's lower-right corner and enter the door when the water is at its lowest level. Bomb through the cracked stone walls to find treasure and the dungeon map. Stand on the wooden boxes and toss bombs at the cracked walls or place a bomb on the ledge near a cracked wall.





3 PUT THE STATUE IN ITS PLACE

After you get the map, return to the central chamber and sail to the upper-right corner. Hop onto the platform when the water is at its highest level. Pick up the statue and drop it on the octagon-shaped tile to open the door.



4 UNDERWATER BRIDGE SWITCH

Jump into the pit when the water drains and place the large box on the pink floor switch. Each time the water drains, an illuminated bridge will appear over the pit. Pick up the blue pedestal and cross the bridge to exit the room. Place the pedestal in the blue hole beneath the pillars to unlock a metal gate.



5 SWIM WITH THE TIDE

Swim through the middle-right passage to a platform with two statues on it. You can reach the platform only when the water is high—time your dive carefully. Place each statue on an octagon-shaped tile to open the door.

6 BUILD A BOX BRIDGE

While the water is drained, arrange four boxes (one box-length apart) in a straight line. When the water rises, light a Boko Stick and use your makeshift bridge to cross to the other side without dousing your flame. Fire the two unlit torches to reveal a chest with a small key inside.





7 BOMBS REVEAL THE WAY

Hop in your boat and sail to the central chamber's left wall. Look for cracks in the wall and use your bomb cannon to blast through the weak spots.

8 BLOW THE BOUNCING BUBBLES

Swim over the bombed central chamber when the water rises. Climb the stairs and grab a Boko Stick. Light the Boko Stick and fire the two unlit torches when the water lowers to make a chest appear. Enter the upper door and use your Deku Leaf to defeat the Red Bubble to get the compass.



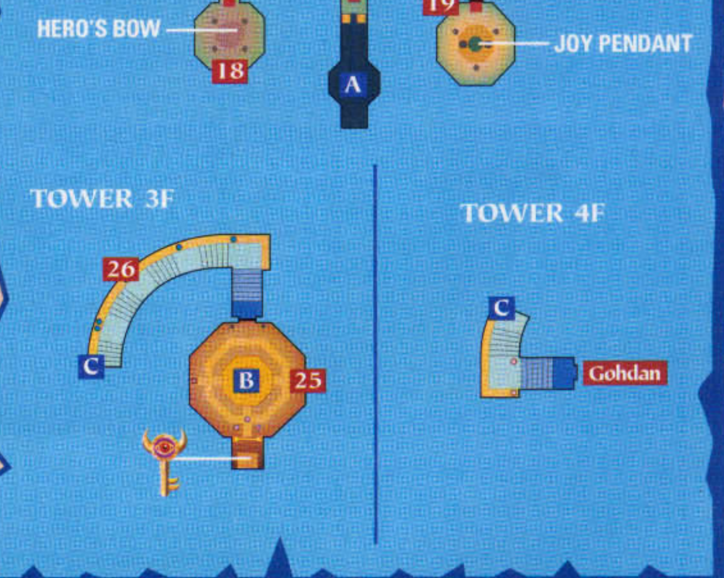


9 RED PEDESTAL

Use a small key to open the locked lower door. Defeat all the Gold ChuChus with your boomerang and sword to make an illuminated stairway appear. Pick up the red pedestal and exit the room when the water is lowered. Place the red pedestal in the red hole beneath the pillars to reveal a door behind the waterfall.

TOWER OF THE GODS MAP

TOWER 1F
TREASURE CHART
BLUE PEDESTAL
JOY PENDANT
RED PEDESTAL
Entrance





10 BOMB THE BEAM

Sail to the central chamber's middle structure and enter the door that looks like a mouth. Throw a bomb at the beam-emitting statue to destroy it, then pick up the statues by the door and place them on the octagon-shaped tiles.

11 RISE OF THE LIFTS

After you place the two statues on the octagon-shaped tiles, stand on the third tile to activate three moving lifts. Leap from lift to lift to ascend to the second floor—don't fall! At the top, jump off the last lift and enter the door.



12 THE GOD STATUES' CHAMBER



A diamond-shaped chamber connects the second floor's three branches. Around the golden shrine, statues and ancient designs honor three gods. You must guide the three statues to their pedestals in the chamber to proceed through the tower. Walk through the door immediately to the right of the door through which you entered the chamber.

13 RIDING HIGH

A blue-and-gold platform moves slowly across the chasm. Jump onto the platform when it glides close and ride it to the other side. Look out for electrifying Gold ChuChus when you step on solid ground.

14 FOLLOW THE HERO

Walk across the illuminated platform to the other side of the room. Read the words inscribed on the blue tablet then press R to call out to the statue. Guide the statue along the path below the raised platform then pick it up and jump to the door. Carry the statue across the lift to the statue chamber.







Command Melody

Guide the first statue back to its pedestal in the statue chamber—a monolith with a new song etched in its surface will appear amidst the three pillars. Use the Wind Waker to learn the Command Melody.

15 THE WESTERN BRANCH

After the first statue is in place, enter the second floor's western branch. Fan the Red Bubbles with your Deku Leaf to eliminate them. Look above you to see two Grappling Hook targets. Use your Grappling Hook to swing across the chasm and enter the western door.





16 COMMAND MELODY MANEUVERS

Enter the room where the second statue is waiting. Use your trusty Grappling Hook to swing across the large pit. Stand before the statue and press R to call out to it. Stand on the glowing floor tile to make an illuminated bridge appear. Use the Wind Waker to play the Command Melody and take control of the god statue to move it across the bridge to safety. Press R again and grapple across the pit. Pick up the statue and exit the room.





17 BE RIGHT BACK!

The chasm between you and the statue chamber hinders you from guiding the second statue to its rightful place. Pick up the statue and place it on the glowing floor tile near the door you just walked through to unlock the southern door. Use the Grappling Hook to reach the door, and enter it.

18 KEEPER OF THE HERO'S BOW



A fearsome Darknut is guarding the Hero's Bow and won't let you take it without a battle. Press L to lock on to your foe and tap A when the A Button icon flashes on your screen to parry the attack. Cut the red straps on the Darknut's back to make its armor fall away, then attack its vulnerable body with your sword. Defeat the Darknut to earn the Hero's Bow.

19 AIM FOR JOY



The Hero's Bow is both a formidable weapon and a useful tool. Return to the room where you left the second statue and shoot the eye switch to activate two lifts. Also return to the second floor's eastern path and shoot the eye switch there to activate a lift to a secret room. Defeat the two Armos Knights in the room to win a Joy Pendant.

20 STRIKE A BALANCE



After you've returned the second statue to the statue chamber, the third and final door will unlock. Enter the northern branch and defeat the two Keese. Use the statues near the door as counterweights on the large scale. One statue equals Link's weight, so two statues will hold down a platform.

21 TREASURE BEHIND THE CRACKS



Drop a statue onto the scale's left platform and jump onto it. Face the cracked wall and throw a bomb at it to open a secret room. Play the Wind's Requiem on the circular blue tile to awaken the two Armos Knights and make a chest appear. Defeat your foes and collect the Treasure Chart.

22 EYE-SWITCH ARCHERY

Return to the room with the scale in it and walk through the eastern door. Defeat the Red Bubbles with your sword, then ride the moving platforms up. Shoot the eye switches with your bow to activate more platforms. Collect the small key and the Joy Pendant in the chests before you exit the room.





23 STATUE COMMANDER LINK

Enter the second floor's northernmost room to find the third statue. Climb onto the block in the room's center and use the Deku Leaf to soar over the lasers. Stand near the statue and play the Command Melody to take control of it. Move the statue onto the glowing tile to deactivate the lasers. Take control of Link and carry the statue out of the room.





24 COMPLETING THE TRIAD



Carry the statue back to the room that containsthe large scale. Pick up the four statues by the opposite door and drop them all onto one of the scale's platforms to weigh it down. Pick up the statue you brought in and jump onto the raised scale platform. Jump across the water to the other side and enter the door. Carry the third statue back to the statue chamber.

25 BAG THE BIG KEY



After you return the three statues to the statue chamber, a pillar of light will appear in the room's center. Step into the light to be transported to the third floor. Place the two statues on the glowing tiles to disarm the barrier. Collect the Big Key from the chest and defeat the Armos to unlock the door.

26 BEAMS AND TALONS

A winding stairway stands between you and the dungeon boss. Red and blue beam-emitting statues and Kargoroks guard the stairs. Press L to target the Kargoroks when they dive at you and hit them with your boomerang. Maneuver around the red statues and destroy the blue ones with your bow.





Gohdan NP

Gohdan is the Tower of the Gods' ancient guardian and your final test. Press L to target Gohdan's hands, and shoot arrows at the eyes in its palms. After both hands fall, Gohdan will open its eyes. Target Gohdan's eyes and shoot them with arrows. When Gohdan's head descends, throw a bomb into its mouth. Repeat the process until you prevail. After your victory, ring the bell atop the tower with your Grappling Hook.





After you hit Gohdan's eyes with arrows, its head will fall to the floor. Dash toward the head and throw a bomb into its mouth before the head rises again. Watch out for Gohdan's hands. Your foe will try to pound you into the ground with one fist or smash you between its palms.

THE LOST KINGDOM OF HYRULE

You've passed the Tower of the Gods' trials and proven your courage. A magical passage appears—it reaches to Hyrule, the kingdom of legends. Ever since Ganondorf's defeat more than a century ago, Hyrule has been frozen in time—the gods sealed it beyond reach beneath the sea. Until now, that is. Enter Hyrule Castle and solve the Triforce puzzle at the base of the Link statue. Push the three triangular blocks onto the light-colored triangular tiles. Enter the basement, retrieve the Master Sword and break the gods' magical seal on Hyrule.







After you claim the Master Sword, the magical seal over Hyrule will break. The monsters that were once frozen in time will awaken in the castle. Use the Master Sword to defeat the Darknuts and Moblins. You must defeat every enemy to deactivate the blue barrier that blocks the castle entrance.







The Ballad of Gales

Sail to C4 or F3 to find Zephos's wayward brother, Cyclos, riding in a giant cyclone. Approach Cyclos and shoot him three times with your bow. Impressed with your skill, Cyclos will teach you the Ballad of Gales, a valuable traveling song.

FORSAKEN FORTRESS

At last, you can wield the Master Sword—the only weapon that can defeat Ganondorf. It's time to save Aryll! Hop on the *King of Red Lions* and return to the surface. Sail northwest from the Tower of the Gods to reach the Forsaken Fortress. Ganondorf will anticipate your arrival and have some pals waiting to greet you—prepare to battle for your little sister's freedom.

FEARLESS ENTRY



On your first visit to the Forsaken Fortress, you had to sneak inside—this time, you'll make a more noticeable entrance. Sail up to the fortress's large wooden door—avoid the cannons and searchlights around the fortress walls. Break down the door with your cannon, then sail into the fortress.

Phantom Ganon





Ganondorf has summoned Phantom Ganon to guard the Forsaken Fortress's entryway. Lock on to the beast and swing the Master Sword at the glowing spheres it shoots at you. Hit Phantom Ganon with its own magic, then strike the shadow fiend with your sword when it descends. Defeat Phantom Ganon to unlock the inner fortress doors and to get the Skull Hammer.

Fortress Revisited

A few things have changed inside the Forsaken Fortress. The fortress layout is the same, but you can no longer bribe the rats with bait, and there are many more Moblin guards and new thorny traps. The Skull Hammer and Deku Leaf really come in handy.





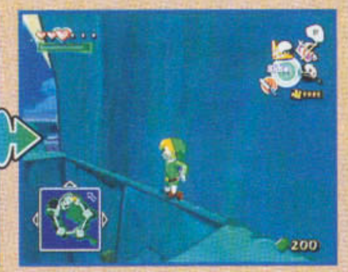


PAYBACK TIME

Use the Skull Hammer to smash the thorny barriers that block many of the fortress's doors. You can now defeat the enemies that you had to flee from on your first visit. Grab any treasure that you missed last time and take out the spotlights again. Watch out for the Floor Master—if it catches you, it will throw you in jail.



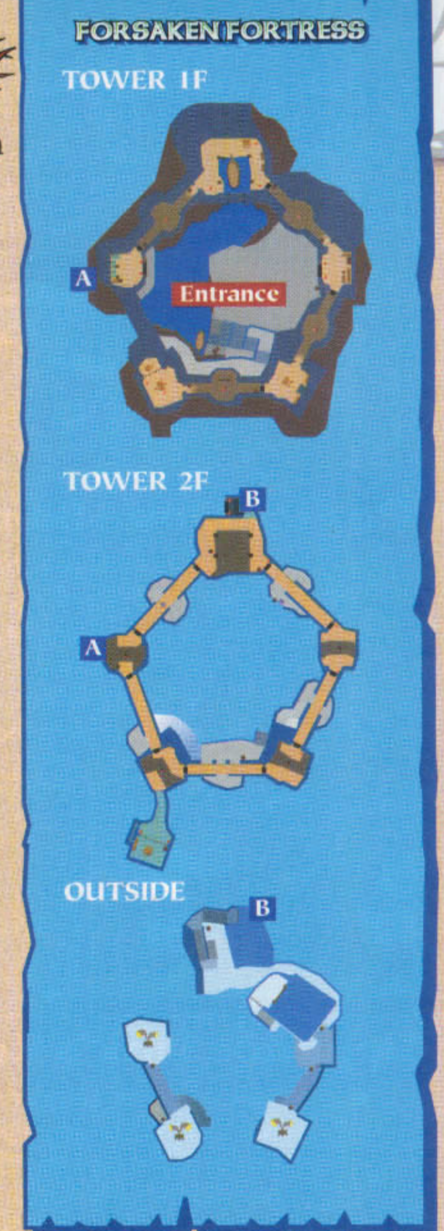




Free Aryll

Climb to the top of the Forsaken Fortress and use the Skull Hammer on the switch to open the door. Enter the large room to find Aryll, Maggie and Mila locked up in a small cage. Use the Skull Hammer to hit the switch and unlock their cage. The pirates will appear to whisk the girls to safety. You must defeat the Helmaroc King so they can make their escape.





Helmaroc King





The Helmaroc King will chase you up the stairs. Avoid the enemies on the stairs and keep running upward—the stairs will collapse behind you. (Roll while running to gain more speed.) At the tower's top, dodge the Helmaroc King and hit its mask with the Skull Hammer when the beast lodges its beak in the ground. Attack with the Skull Hammer until you are victorious.

GREAT FAIRY GIFTS

Since the beginning of time the Great Fairies have offered aid and solace to those who fight to rid the world of evil and darkness. After you learn the Ballad of Gales, visiting the many Fairy Fountains will be simple. Use the Ballad of Gales to reach Mother & Child Isles in section B2. The Fairy Queen lives on the island and will bestow you with Fire Arrows and Ice Arrows. Visit the other Great Fairies to increase your bomb-, arrow- and Rupee-carrying capacity and your magical ability.



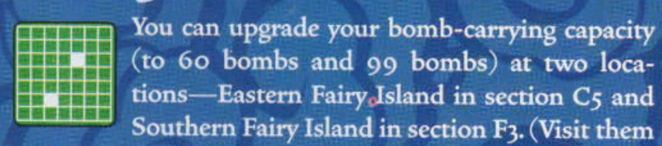




FIRE & ICE ARROWS

The Fairy Queen infuses your arrows with fire and ice. Fire Arrows can melt the coldest ice and Ice Arrows can extinguish any flame. To use the magical arrows, equip your Hero's Bow and press R to cycle between regular arrows, Fire Arrows and Ice Arrows.

Carry More Bombs

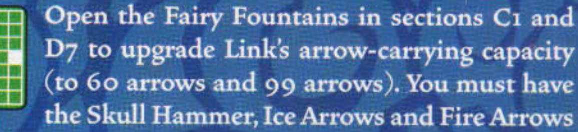


You can upgrade your bomb-carrying capacity (to 60 bombs and 99 bombs) at two locations—Eastern Fairy Island in section C5 and Southern Fairy Island in section F3. (Visit them in either order.) Use bombs or Fire Arrows to remove the boards and the boulder that block the two Fairy Fountains.





Carry More Arrows



Open the Fairy Fountains in sections C1 and D7 to upgrade Link's arrow-carrying capacity (to 60 arrows and 99 arrows). You must have the Skull Hammer, Ice Arrows and Fire Arrows or bombs to access the two Fairy Fountains. The order in which you visit the two fountains doesn't matter.





Upgrade Link's Rupee Bag

Visit the Great Fairy at section A3 (Northern Fairy Island) to upgrade Link's Rupee bag to 5,000-Rupee capacity. The Great Fairy in Outset Island's Fairy Fountain will give you your first Rupee bag upgrade (1,000-Rupee capacity).





Upgrade Link's Magic

If you free a Great Fairy from the Big Octo in section G4 she'll double your magic capacity. Use your telescope to spot the seagulls, then sail to the spot—the Big Octo will appear. Hit the beast's four eyes with your boomerang or bombs to defeat it.





Collect Two More Bottles



Empty Bottle Number 2

You can obtain your second empty bottle in section E6. Look for a barrel submarine near a lookout tower. Enter the submarine and defeat the Bokoblins and Shield Bokoblin inside to earn an empty bottle.



Empty Bottle Number 3

Your third empty bottle is the easiest one to obtain. Visit Beedle's shop ship in section C2 and buy an empty bottle from Beedle for a reasonable 500 Rupees.

FIRE MOUNTAIN



After you receive the Fire Arrows and Ice Arrows from the Fairy Queen, set sail for Fire Mountain in section C6. Shoot an Ice Arrow into the lava that spouts from Fire Mountain's peak to cool off the island and set a five-minute timer. Climb to the volcano's peak and jump down the hole. Defeat the enemies inside and get the Power Bracelets before time runs out.





ICE RING ISLE



After you have the Fire Arrows and Ice Arrows, you'll also want to visit Ice Ring Isle (it doesn't matter which island you visit first). Shoot a Fire Arrow into the stone dragon's mouth to melt the ice. Use the Fire Arrows also to melt ice around treasures. Hop from iceberg to iceberg and drop into the ice cavern. Defeat the enemies inside and get the Iron Boots before your time is up!







THE EARTH GOD'S LYRIC

THE SAGE OF HEADSTONE ISLAND



Sail to Headstone Island in section G3. Use the Power Bracelets to remove the heavy headstone, then walk into the cave behind it to find a large stone tablet. Play the notes indicated on the tablet—Laruto, a Zora and the former Earth Sage, will appear. Laruto will teach you the Earth God's Lyric and urge you to seek her descendant, who also plays the harp.

SEEK THE EARTH SAGE'S DESCENDANT



Ganondorf might have defeated Laruto, but her bloodline still exists through the one who plays a similar harp. Depart from Headstone Island and sail to Dragon Roost Island. Walk through the Rito village and exit on the second floor to appear outside. Use your Grappling Hook to reach Medli on the right-hand cliff.



AWAKEN MEDLI'S DESTINY

Use the Wind Waker to teach Medli the Earth God's Lyric. When she hears the familiar tune, Medli will have a revelation about her identity. Medli will accept the heavy responsibility placed upon her through the Earth Sage's bloodline and urgently ask you to take her to the Earth Temple. Sail to Headstone Island with Medli to face the Earth Temple's trials together. The Master Sword is useless against Ganondorf in its current state. Race to restore the sword's power before Ganondorf grows stronger!

Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his enraged alter ego, The Hulk, battle The Leader - a terrifying villain intent on unleashing a relentless army of gamma creatures on the world.



HULK™

UNLEASH THE FURY



45 devastating attacks to dispose of your enemies.



25 fully destructible and interactive environments - if you can see it, you can smash it.



Battle notorious classic villains and massive new foes. Fight up to 10 enemies at once.



Outsmart your enemies as Dr. Bruce Banner, using stealth and disguise.

SEE THE MOVIE ONLY IN THEATERS 06.20.03







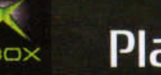
TEEN T CONTENT RATED BY ESRB — Violence

MARVEL











WWW.THEHULK.COM WWW.HULKGAMES.COM WWW.MARVEL.COM

007 nightfire



GBA Infiltration

After saving the planet from philanthropic phony Raphael Drake in his recent GCN mission, Bond is pulling off the impossible—doing it again on the GBA. Our tips will help you live up to the legend.

EXPLOITING THE AWARD SYSTEM

BRONZE = 190,000 SILVER = 245,000 GOLD = 270,000

You'll need to score at least a Bronze Medal during each mission to open up the next—finding the Bond Bonus in each mission will help considerably. If you can manage a Gold Medal, you'll receive a Golden Gun for the next mission, which doubles the damage of Bond's Wolfram pistol.



Mission 1: Austrian Castle

Break into industrialist Drake's castle to steal back space-missile-guidance technology.

Though you'll briefly holster your Wolfram after you gain entrance to Drake's fancy soiree, you'll mostly shoot your way through the Alpine castle to rendezvous with undercover agent Zoe and recover the stolen tech.

1. Breach the castle walls.
2. Find a way inside to the party.
3. Spy on the secret meeting.
4. Rescue Zoe and retrieve the weapon chip.

1 BREACH THE CASTLE WALLS



Jump from the wall onto the road. To break into the castle, you must reach the gate at the end of the road. If you merely run, guards will take you out before you reach the gate. Take cover behind the truck that slowly rumbles toward the gate. Strafe it to shoot the guards more safely.

2-3 ENTER AND SPY ON THE MEETING



After you breach the walls, you must reach the door that leads into the castle. Walk the ramparts to avoid courtyard spotlights. Once inside, you can get to the meeting by using the Wristwatch Laser on the locked door.

BOND BONUS



Shoot out the window near the balcony. Climb out to the rooftop to find the Bond Bonus and a skylight—it's a shortcut to the final room. To get more points from the mission, ignore the shortcut. Leap off the balcony and eliminate all enemies that lead up to the final area.

4 RESCUE ZOE & RETRIEVE THE CHIP



After you eliminate all guards in the final area, their hostage, Zoe, will run to the cable car. Follow and collect the AT-420 Sentinel and its ammo. Tilt the portable missile launcher out the windows at the helicopter that circles—after a few direct hits, you'll destroy the enemy aircraft.

Mission 2: Mayhew's Estate

When Drake sics his goons on his partner, you must protect Alexander Mayhew at all costs.

Your mission will lead you through Mayhew's Japanese estate as you attempt to save Mayhew from Drake's goons, who are taking over the joint and holding servants hostage. The betrayed Mayhew has the goods on Drake and will share them with you if you can find a secret safe and help him escape.

1. Escort Mayhew to the bunker.
2. Retrieve the Dragon Safe contents.
3. Detsroy Mayhew's computer.
4. Rescue Mayhew's servants.
5. Defeat the assassin.

1 ESCORT MAYHEW TO THE BUNKER



Mayhew will cower in the background as you take the lead. If enemies get near him, take them out quickly before they eliminate Mayhew. When you clear the final area of its enemies—watch for the goon on the gallery balcony—Mayhew will open the hidden bunker.

2 RETRIEVE DRAGON SAFE CONTENTS



Mayhew will send you into the next part of the house on your own. You'll need to save hostages. Aim carefully in the close confines or else you might hit a hostage. Use your Cell-Phone Grapple to enter the courtyard house. You'll find the Dragon Safe in one of the house's back rooms.

3 DESTROY MAYHEW'S COMPUTER



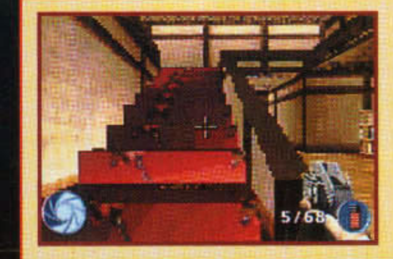
You'll also find Mayhew's computer in one of the back rooms. Blast it to complete the objective, but focus on saving all servants first. Their captors will eventually eliminate them if you don't save them. If one captive expires, your mission will fail.

4 RESCUE MAYHEW'S SERVANTS



When you see a servant, immediately maneuver so that you don't put the hostage between yourself and her captor. The hostages will often run around in panic—keep an eye on them so they don't inadvertently put themselves in harm's way.

BOND BONUS



In the two-story room, run up the steps after you save the first-floor hostages. You'll find the Bond Bonus in the upper area. Before you collect it, save the nearby hostage. Her captor stands behind her on a narrow ledge. Hop onto the ledge and run along it to get around her.

5 DEFEAT THE ASSASSIN



After you complete all other objectives, you'll face an assassin in a courtyard. Equip the Frinesi shotgun—it's slower but does more damage—then circle the assassin. Circling will minimize the chances that the enemy will hit you, though you'll want to unload shots into the enemy quickly.



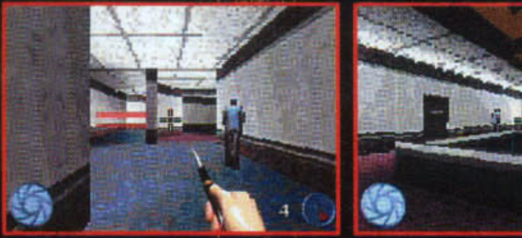
Mission 3: Phoenix Tower

Sneak into Drake's corporate HQ and infect its computers with the Q-Worm monitoring program.

Don't shake *or* stir the quiet status quo at the Phoenix Tower. On the first level, you'll use stealth and stunning gadgets to sneak past guards. Only when you reach the upper level, which is packed with gun-toting criminals, can you unholster your gun. Once on the roof, you'll face an all-out battle to keep you from escaping.

1. Remain undetected.
2. Install Q-Worm on the office computer systems.
3. Find the door to the outer balcony.
4. Retrieve Nightfire data from the terminal room.
5. Install Q-Worm on Mayhew's computer.
6. Escape to the roof.
7. Acquire the parachute.

1 REMAIN UNDETECTED



You must sneak through the first floor without using lethal force. Use the Keychain Stunner when possible. Conserve Pen Dart ammo for when it'd be difficult to sneak up behind guards to use the stunner, such as in the large square hall. Both weapons' effects are temporary—continue quickly.

2 INSTALL Q-WORM ON COMPUTERS



You'll need to infiltrate two computer rooms and slip your Q-Worm disc into terminals. Do your business quickly. Guards that you stunned to reach the computers will soon wake. You don't need to wait for the Q-Worm to take effect. Slip the disc in then keep moving.

3 FIND THE DOOR TO THE BALCONY



In the second computer room, hop onto the corner cabinet to reach a vent. Shoot your Wristwatch Laser at the vent until its grating melts. Climb into the exposed duct and use it to reach a hallway. Wait until the guard passes before you drop into the hallway—then stun him.

4 RETRIEVE NIGHTFIRE DATA



When you reach the upper floor, use the Q-Deck to hack into the control panel that's set into the wall next to the globe design. You'll open a secret passage that leads into a chamber that holds the data. Don't touch the water that borders the room, or you'll be electrocuted.

BOND BONUS *NP*



Staring at the secret chamber's computer screen triggers two events: Yazuka thugs break into the room and a Bond Bonus icon appears near the ceiling. You can use firepower on the second floor, so take the thugs out of action, then leap onto the computer to grab the icon.

5 INSTALL Q-WORM



On the upper floor, you'll need to break into Mayhew's office. After you gain the secret data, return to the main hallway to discover more thugs. They'll emerge from a formerly locked door. After you eliminate them, enter Mayhew's office and use the Q-Worm disc to download the program onto the computer.

6 ESCAPE TO THE ROOF



Backtrack to the area where you first entered the upper floor. Another previously locked door will open, spilling thugs into the hallway. Use the Frinesi shotgun to wipe out each with only two well-aimed shots—shorter work than doing the job with a pistol.

7 ACQUIRE THE PARACHUTE





Cross the rooftop to the far side, where one door will open to reveal ammo and a control pad. Hack into the control pad using your Q-Deck—it will open the gate leading to the helipad, where the parachute is.

Mission 4: Power Station

Drake is decommissioning a nuclear plant—or so he says. Break in and discover the truth.

Drake's company supposedly works to create a greener earth and is decommissioning a power plant to make the environment safer. You'll need to infiltrate the plant, where scientific misdeeds are in the works. Use face-to-face attacks only when necessary—use the sniper rifle to take out forces from a distance.

1. Acquire the jetpack test data.
2. Find a way into the shipping building.
3. Acquire laser test data.
4. Destroy the CS door with a mounted laser.

1 ACQUIRE THE JETPACK TEST DATA



Your insertion point is on the uppermost floor of a warehouse. Snipers patrol it, so stay on the move if the guards see you. The jetpack test data is on the middle level, near the white chunk of machinery. So is a full armor power-up and the sniper rifle—gear up then head out the door on the bottom level.

2 FIND A WAY INTO SHIPPING



In the first open area, use the sniper rifle to eliminate all snipers. Then use the Cell-Phone Grapple to reach a hook on one tower. After you reach the elevated spot, grapple to another hook on the building ledge. From there, hop onto the ivy-covered ledge, then hop onto the nearby wall to find a secret ledge.





In the second open area, clear the area of its patrols and snipers. Conserve sniper ammo in the first open area to dispatch snipers in the second area. After you've cleared all enemies, use the Cell-Phone Grapple to reach the crane. Climb its neck to reach a ledge and a door that leads into the building.

3 ACQUIRE LASER TEST DATA



In the shipping building, pick up the ammo and armor power-ups on the upper ledge. Crouch, then snipe at the nearby patrollers on the floor. After they're gone, head down to the main floor, shooting patrollers that emerge. You'll find the laser test data in the back of the building.

4 DESTROY THE CS DOOR



The laser is mounted on a walkway above the test data. Before you take control of the laser, collect the nearby Full Armor Jacket. Activate the laser by stepping up to it—then use it on the waves of soldiers that run toward you on the floor. Once they're destroyed, use the laser on the massive door.

BOND BONUS



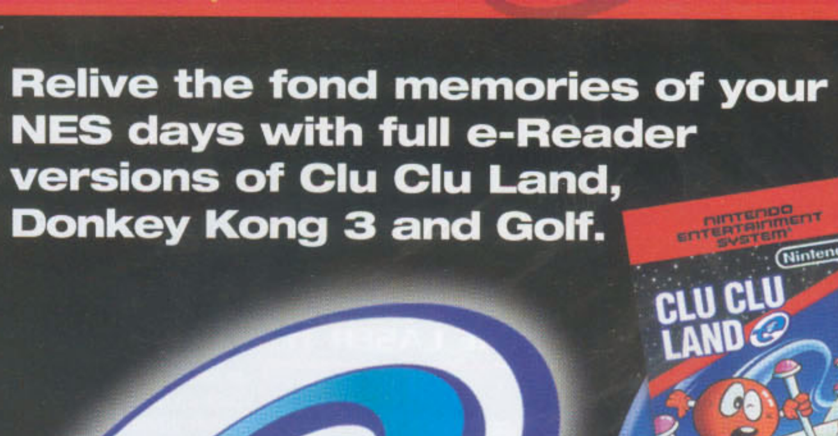
Before you finish your covert run through the shipping building, walk the left ledge above the garage door marked with the red globe. You'll find a Bond Bonus hidden behind a crate. Completing the whole mission might take you a long time, so you'll need the extra points to get past the level.

Too Smart for His Own Good

Drake's ultimate goal is just as insane on the GBA as it was on the GCN, and Bond will track the debonair nutter to exotic corners of the planet—and beyond—in five more missions with apocalyptic stakes. Best of luck, 007.



Relive the fond memories of your NES days with full e-Reader versions of Clu Clu Land, Donkey Kong 3 and Golf.









LOAD UP THE FUN

The third NES e-Reader card series features Clu Clu Land-e, Donkey Kong 3-e and Golf-e. Each game consists of five cards that you load onto your e-Reader. It's probably been awhile since you've played these NES classic titles, or maybe it's your first time—we've got you covered either way with all the must-know tips.

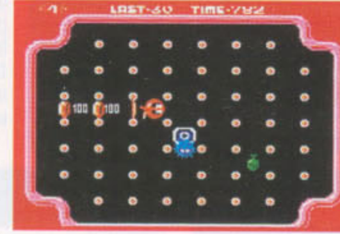
CLU CLU LAND





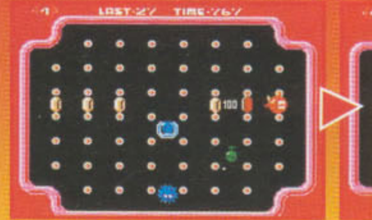
Originally released for the NES in 1985, Clu Clu Land is a fast-paced action game that will test your reflexes.

Find Gold Bars



The gold bars that are hidden in each stage form a pattern. Run over a gold bar by moving up and down or side to side to uncover it.

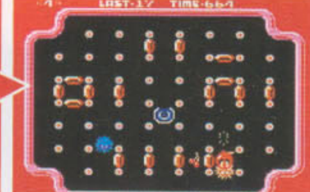
Grab and Swing



Bubbles maneuvers through each stage by grabbing onto turnposts and swinging around them to change direction. Hold A and press the Control Pad in the direction you want to go—don't fall into Black Holes!

Squash the Sea Urchins





Press B when facing a sea urchin to stun it. While your foe is stunned (orange), push it into a wall to defeat it.

Rubber Traps



Rubber traps appear in some stages. When you hit a rubber trap, you'll spring backward—go around traps to collect every gold bar.

DONKEY KONG 3



Donkey Kong 3 stormed the NES in 1986. Protect your greenhouses from the angry ape and his insect army!

Jump & Spray



Focus your attacks on Donkey Kong when possible. Jump and spray the big ape to make him retreat up the vines.

Grab the Power Spray Can



The power spray can is more potent than the spray can. Only the power spray can will finish off Creepy the snake for good. The power spray can will also make Donkey Kong retreat faster than the spray can will.

Creepy Crawlers



Creepies are tough-skinned critters—you must use the power spray can to defeat them. A normal spray can will stun them.

Queen Buzzbee's Stingers





The Queen Buzzbee is the toughest in the bee colony. When you defeat a Queen Buzzbee, she will shoot her stinger in four directions. Hit a Queen Buzzbee twice with your sprayer, then quickly get out of the way or she'll sting you into submission.

Stinger Bombs



When a (red) Beespy snatches one of your plants, it will drop stinger bombs. Spray the thieving Beespy and dodge its stingers.

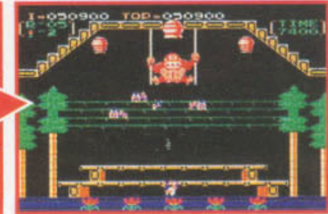
Spray Upward



Dispose of enemies before they can reach you. Creepies will climb down the palm fronds—spray upward at them as they descend.

Donkey Kong's Creepy Guards





Three Creepies will climb along the vines below Donkey Kong in some stages. If you spray the snakes with a spray can, the Creepies will block any clear shots at Donkey Kong. Wait for the Creepies to pass, then jump and spray Donkey Kong.

Avoid the Buzzbees





Buzzbees (blue) are the fastest in the bee colony—they zip from side to side, trying to collide with Stanley (the main character). Jump over or drop under the Buzzbees when they fly near you. Spray the Buzzbees from below if you're feeling brave.

Brave the Swarm



Each stage is a little tougher than the one before it. Defeat enemies quickly, or you'll find yourself swarmed with nowhere to go!

GOLF



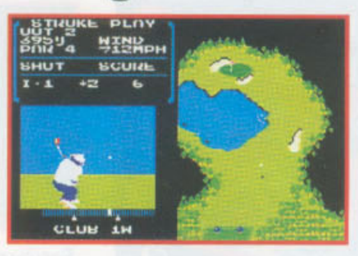
Golf debuted on the NES in 1985 and was the first golf game to appear on a Nintendo game system.



Aim and Swing

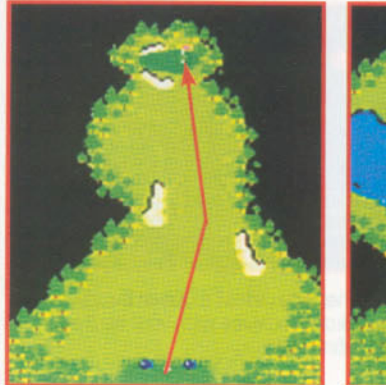
Press the Control Pad to change the direction your golfer is facing (indicated by a white arrow). Press A three times each turn—once to start your backswing, again to stop your backswing and start your downswing, and a third time to determine the point of impact on the ball.

Straight Shot



Press A to stop the swing-meter arrow on the white line to hit a straight shot. If you're off, the ball will slice right or hook left.

1st Hole (Par 4)



You will automatically have the appropriate club for each situation. Use a 1W and aim north for the first shot. Use a 6I and aim north for the second shot, then putt to sink the shot.

2nd Hole (Par 4)



The second hole features the first water hazard. Use a 1W and aim north-northeast on the first shot. Use a 4I and aim north-northwest for the second shot. Putt to make par.

3rd Hole (Par 3)

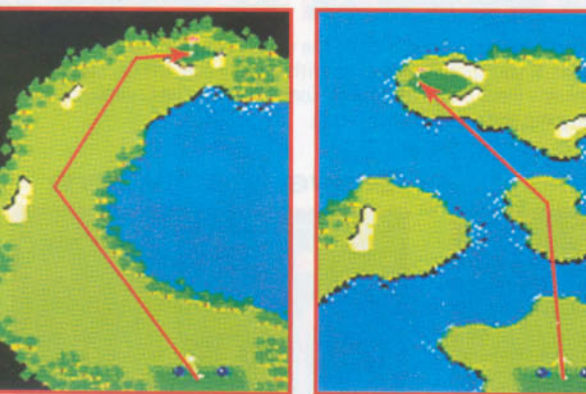


The third hole is easy if you land a solid first shot. Use a 3W and aim north-northeast for the first shot—follow your ball to the green. Putt the ball into the hole to get a birdie.

4th Hole (Par 4)

It's easy to get stuck in the trees on the fourth hole if you aren't careful. Use a 1W and aim north-northeast for the first shot. Use a 5I for the second shot and aim north-northwest. Sink the putt for another birdie.

5th Hole (Par 5)



Use a 1W and aim north-northwest on the first shot. Use a 3W and aim north-northeast for the second shot. Use a PW and aim east for the third shot. Drop the putt to beat par.

6th Hole (Par 4)

You'll be penalized one shot if your ball falls into any hazard. Use a 1W and aim north for the first shot. Use a 5I and aim north-northwest for the second shot, then putt to complete the hole.

7th Hole (Par 4)



A narrow river runs through the seventh hole and bunkers surround the flag. Use a 4W and aim north on the first shot. Use a 1W and aim north-northwest for the second shot, then putt the ball in.

8th Hole (Par 5)



Watch out for all the trees on the eighth. Use a 3W and aim north for the first shot. Use a 3I or 5I and aim north-northeast for the second shot. Use a PW and aim north for the third shot. Putt to finish.

9th Hole (Par 3)



Shoot your ball across the sea on the ninth. Use a 3W and aim north-northeast for the first shot. Use a PW and aim north-northwest for the second shot. Sink the putt for the par.

10th Hole (Par 4)

Use a 1W and aim north for the first shot. Use a 6I and aim north-northeast for the second shot. Putt for the third shot—watch out for the bunkers surrounding the flag.

11th Hole (Par 3)

It looks intimidating, but a skilled golfer can make a hole-in-one or a birdie. Use a 1W and aim north to land the ball on the green with your first shot. Putt the ball into the hole to finish under par.

12th Hole (Par 4)

Brave hole 12's tight corner with two long shots. Use a 1W and aim north for the first shot. Use a 4W and aim east-northeast for the second shot. Putt the ball to finish the hole.

13th Hole (Par 5)



Send your ball soaring from island to island. Use a 4W and aim north-east for the first shot. Use a 1W and aim north for the second shot. Use an 8I and aim west-north-west for the third shot, then putt.

14th Hole (Par 3)





A 90-degree angle is the answer to hole 14. Use a 4I on the first shot and aim north to land your ball on the green. Putt the ball the rest of the way to sink it in the hole. Two shots are all it takes!

15th Hole (Par 4)



The 15th is more water hazard than land, so swing carefully! Use a 5I and aim north for the first shot. Use a 4I and aim north-northeast on the second shot. Putt the ball to land the third shot.

16th Hole (Par 4)



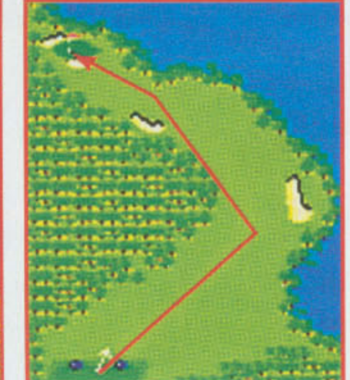
Use a 1W and aim north-north-west for the first shot. Use a 6I and aim north-northeast for the second shot to land the ball on the green. Putt the ball to complete the hole.

17th Hole (Par 4)



Use a 1W and aim west-north-west for the first shot. Use a 1W again and aim north-northeast for the second shot. Use a PW and aim northeast for the third shot.

18th Hole (Par 5)



Use a 1W and aim north-northeast on the first shot. Use a 1W again and aim north-northwest for the second shot. Use a PW and aim north-northwest to finish.

NES-E EXPERIENCE

Each NES e-Reader card set in the third series consists of five cards. You get all five when you purchase a title for $4.95 ($5.99 in Canada). Look for Clu Clu Land-e, Donkey Kong 3-e and Golf-e in stores after April 21st and discover—or relive—three NES classics on your GBA or GBA SP!



PLAYER'S POLL SWEEPSTAKES

Illuminate Your Gaming Life with the GBA SP!

By Jove, we think we've got it! And you should get it, too. Win the Game Boy Advance SP and 10 games that shine on the ***BRILLIANT*** new system—like Golden Sun: The Lost Age!

ENTER TO WIN!

Grand Prize

5 winners

Brightly lit screen, rechargeable battery, compact design—the GBA SP's power will transform the way you think about handheld gaming. Choose which GBA SP you want (platinum or cobalt) and take home 10 of the hottest Game Boy Advance titles, including Golden Sun: The Lost Age!

- Golden Sun: The Lost Age
- Advance Wars 2: Black Hole Rising
- Donkey Kong Country
- Wario Ware, Inc.: Mega Microgame$
- The Legend of Zelda: A Link to the Past/Four Swords
- Metroid Fusion
- Tom Clancy's Splinter Cell
- Castlevania: Aria of Sorrow
- X2: Wolverine's Revenge
- James Bond 007: NightFire



Second Prize

20 winners

Be the star of the gaming circuit with your own GBA SP—platinum or cobalt.

Third Prize

50 winners

You eat, drink and sleep Nintendo! Your Nintendo Power T-shirt will show everyone where it's at!



YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Official Sweepstakes Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number and the words "GBA SP" on a postcard, and mail the entry to this address:

NINTENDO POWER
PLAYERS POLL VOL. 168
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 6/1/03 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 6/15/03, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 7/15/03. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 75 will win a prize. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 7/15/03) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Five (5) Grand Prize winners will each receive a Game Boy Advance SP video game system and one (1) copy of each of the following Game Boy Advance video games: Golden Sun: The Lost Age, Advance Wars 2: Black Hole Rising, Donkey Kong Country, Wario Ware, Inc.: Mega Microgames, The Legend of Zelda: A Link to the Past/Four Swords, Metroid Fusion, Tom Clancy's Splinter Cell, Castlevania: Aria of Sorrow, X2: Wolvrine's Revenge and James Bond 007: NightFire. Approximate Retail Value (ARV) of each Grand Prize package is $499.95. Second Prizes: Twenty (20) Second Prize winners will each receive a Game Boy Advance SP system. ARV: $99.95 each. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 45 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are

VOLUME 168 PLAYER'S POLL SWEEPSTAKES
FILL THIS OUT TO ENTER!

Name

Address

City State/Prov. Zip/Postal Code

Telephone No.

MBR# | | | | | | | | |-| |V
(Located above your name on the mailing label)

Birth Date M M D D Y Y

A. How old are you?
1. Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B. Sex
1. Male 2. Female

C. What is your favorite strategy review this month?
1. Golden Sun: The Lost Age 2. Army Men: Sarge's War
3. Ikaruga 4. Red Faction II
5. The Legend of Zelda: The Wind Waker 6. James Bond 007: NightFire
7. Pokémon Ruby and Sapphire Versions 8. Yu-Gi-Oh!

D. What is your favorite special feature article this month?
1. Castlevania: Aria of Sorrow preview 2. Tom Clancy's Splinter Cell preview
3. Lost Kingdoms II preview 4. The 2002 Nintendo Power Awards
5. e-Reader Special

E. Do you own a Nintendo GameCube?
1. Yes 2. No

F. Do you plan on purchasing a Game Boy Player?
1. Yes 2. No

G. How would you rate Nintendo's TV advertising?
1. Excellent 2. Fair 3. Poor

H. Which company's video game TV advertisements do you like best?
1. Nintendo GameCube 2. Sony PlayStation 2 3. Microsoft Xbox

I. Which of the following promotions would you most like to see in Nintendo Power?
1. Coupons for discounts on games for Nintendo GameCube and Game Boy Advance
2. Subscriber discounts for Nintendo Player's Guides, T-shirts and other Nintendo gear
3. A demo disk of upcoming GCN games
4. Free access to special information sites on Nintendo.com

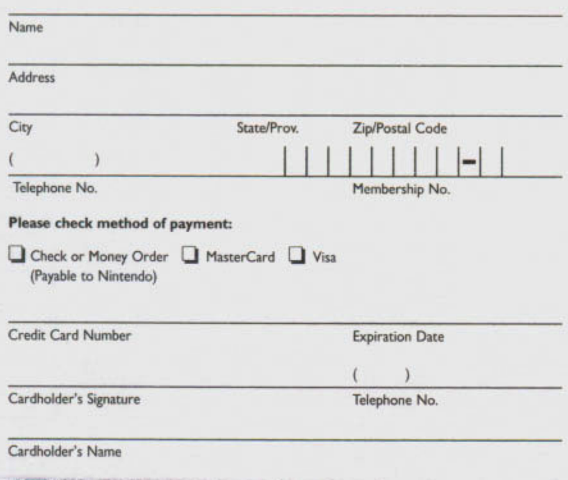
J. How many of your friends subscribe to Nintendo Power?
1. None 2. One
3. Two 4. Three or more

K. Do you prefer to read game strategies online or in a magazine?
1. Online 2. Magazine

L. What is your primary source of gaming information?
1. Nintendo Power 2. Other magazines 3. Nintendo.com
4. TV advertisements 5. Friends 6. Other websites

BACK ISSUE/PLAYER'S GUIDE ORDER FORM

Catch up on the classics! Order from among the Nintendo Power issues listed on the back of this form. The prices shown include the cost of shipping and handling.


Name

Address

City State/Prov. Zip/Postal Code

( ) | | | | | | | | |-| |

Telephone No. Membership No.

Please check method of payment:

☐ Check or Money Order ☐ MasterCard ☐ Visa
(Payable to Nintendo)

Credit Card Number Expiration Date

( )

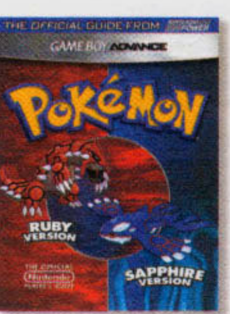
Cardholder's Signature Telephone No.

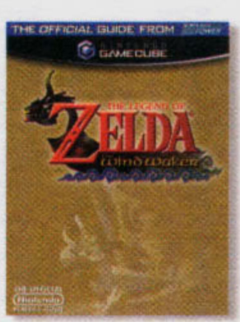
Cardholder's Name

DON'T MISS OUT!

Back issues of Nintendo Power and Official Nintendo Player's Guides have all the gaming information and strategies that you won't want to miss, and it's all straight from the source.







Nintendo Power Magazine
P.O. Box 97032
Redmond, WA 98073-9732

Place
First Class
Stamp
Here

Nintendo Power

P.O. BOX 97062
Redmond, WA 98073-9762

	Player's Guides Quantity (Limit 5 of each guide)		U.S. Price	Canadian Price	Total Amount
#50480	______	Golden Sun: The Lost Age	$16.95	$19.95	$______
#50000	______	Pokémon Ruby and Pokémon Sapphire	$16.95	$19.95	$______
#49999	______	Zelda: The Wind Waker	$16.95	$19.95	$______
#48397	______	Zelda: A Link to the Past/Four Swords	$16.95	$19.95	$______
#48019	______	Metroid Prime	$16.95	$19.95	$______
#48021	______	Metroid Fusion	$16.95	$19.95	$______
#48020	______	Yoshi's Island: Super Mario Advance 3	$16.95	$19.95	$______
#47082	______	Star Fox Adventures	$16.95	$19.95	$______
#47649	______	Animal Crossing	$16.95	$19.95	$______
#47648	______	Super Mario Sunshine	$16.95	$19.95	$______
#45834	______	Eternal Darkness: Sanity's Requiem	$16.95	$19.95	$______
#45835	______	Super Smash Bros. Melee	$16.95	$19.95	$______
#45559	______	Nintendo Power Advance v.4	$16.95	$19.95	$______
#45558	______	Nintendo Power Advance v.3	$16.95	$19.95	$______
#44680	______	Nintendo Power Advance v.1	$16.95	$19.95	$______
#45833	______	Pikmin	$16.95	$19.95	$______
#45832	______	Wave Race: Blue Storm	$16.95	$19.95	$______
#45836	______	*Star Wars* Rogue Squadron II: Rogue Leader	$16.95	$19.95	$______
#45831	______	Luigi's Mansion	$16.95	$19.95	$______
#45473	______	Pokémon: Crystal	$16.95	$19.95	$______
#44621	______	Zelda: Oracle of Seasons and Oracle of Ages	$16.95	$19.95	$______
#44242	______	Pokémon: Gold and Silver Complete Pokédex	$16.95	$19.95	$______
#43475	______	Paper Mario	$16.95	$19.95	$______
#42941	______	Zelda: Majora's Mask	$16.95	$19.95	$______
#42940	______	Pokémon: Gold and Silver	$16.95	$19.95	$______
#38735	______	Zelda: Ocarina of Time	$13.00	$17.50	$______

	Nintendo Power Quantity (Limit 5 of each issue)		U.S. Price	Canadian Price	Total Amount
#48009	______	Volume 167 (Apr. '03)	$5.50	$7.00	$______
#48008	______	Volume 166 (Mar. '03)	$5.50	$7.00	$______
#48007	______	Volume 165 (Feb. '03)	$5.50	$7.00	$______
#48006	______	Volume 164 (Jan. '03)	$5.50	$7.00	$______
#46333	______	Volume 163 (Dec. '02)	$5.50	$7.00	$______
#46332	______	Volume 162 (Nov. '02)	$5.50	$7.00	$______
#46331	______	Volume 161 (Oct. '02)	$5.50	$7.00	$______
#46330	______	Volume 160 (Sep. '02)	$5.50	$7.00	$______
#46329	______	Volume 159 (Aug. '02)	$5.50	$7.00	$______
#46328	______	Volume 158 (Jul. '02)	$5.50	$7.00	$______
#46327	______	Volume 157 (Jun. '02)	$5.50	$7.00	$______
#46326	______	Volume 156 (May '02)	$5.50	$7.00	$______
#46325	______	Volume 155 (Apr. '02)	$5.50	$7.00	$______
#45250	______	Volume 154 (Mar. '02)	$5.50	$7.00	$______
#45249	______	Volume 153 (Feb. '02)	$5.50	$7.00	$______
#45248	______	Volume 152 (Jan. '02)	$5.50	$7.00	$______
#43638	______	Volume 151 (Dec. '01)	$5.50	$7.00	$______
#43637	______	Volume 150 (Nov. '01)	$5.50	$7.00	$______
#43636	______	Volume 149 (Oct. '01)	$5.50	$7.00	$______
#43635	______	Volume 148 (Sep. '01)	$5.50	$7.00	$______
#43634	______	Volume 147 (Aug. '01)	$5.50	$7.00	$______
#43633	______	Volume 146 (Jul. '01)	$5.50	$7.00	$______
#43632	______	Volume 145 (Jun. '01)	$5.50	$7.00	$______
#43631	______	Volume 144 (May '01)	$5.50	$7.00	$______
#43630	______	Volume 143 (Apr. '01)	$5.50	$7.00	$______

State Sales Tax-Washington State residents add 8.8%; Michigan State residents add 6%; Massachusetts State residents add 5%; California State residents add 7.25%. Offer valid while supplies last! Allow four to six weeks for delivery. Enclose this card along with your payment or credit card information in a stamped envelope and mail to this address:

Nintendo Power Magazine P.O. Box 97032 Redmond, WA 98073-9732

Note: Issues and sets not on this list are either sold out or available in very limited quantities. Prices include shipping and handling. Prices subject to change without notice.

Subtotal $ ______

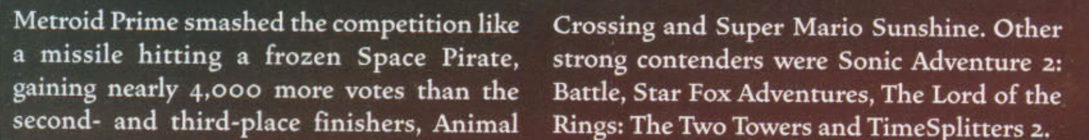
Sales Tax $ ______

Total $ ______

2002 NINTENDO POWER AWARDS

And the Winner Is . . .

. . . Metroid Prime in a landslide! Samus Aran claimed the number-one spot in all but one category in which her game was nominated—but there were plenty of surprises as well!





Best Overall Game

Metroid Prime

Metroid Prime smashed the competition like a missile hitting a frozen Space Pirate, gaining nearly 4,000 more votes than the second- and third-place finishers, Animal Crossing and Super Mario Sunshine. Other strong contenders were Sonic Adventure 2: Battle, Star Fox Adventures, The Lord of the Rings: The Two Towers and TimeSplitters 2.

Runners-Up:
2. Animal Crossing
3. Super Mario Sunshine







Best Game — Nintendo GameCube

Metroid Prime



Once again Samus dominated, winning both the magazine and online voters' hearts. Retro Studios deserves a huge round of applause from gamers everywhere.



Runners-Up:
2. Animal Crossing
3. Super Mario Sunshine



Online Category

Runners-Up:
2. Animal Crossing
3. Star Fox Adventures

Best Graphics — GCN

Metroid Prime



From the depths of space to the blue beauty of an ice cavern, Metroid Prime's art direction and graphical presentation put it head and shoulders above the competition.





Runners-Up:
2. The Lord of the Rings: The Two Towers
3. Resident Evil Zero



Online Category

Runners-Up:
2. The Lord of the Rings: The Two Towers
3. Resident Evil Zero

Best Game — Game Boy Advance

The Legend of Zelda: A Link to the Past/Four Swords

Magazine and online voters split this award, but the numbers were tight in both polls. Sonic Advance was a surprise number three in the magazine results.

Runners-Up:
2. Metroid Fusion
3. Sonic Advance

Metroid Fusion

Online Category

Runners-Up:
2. The Legend of Zelda: A Link to the Past/Four Swords
3. The Lord of the Rings: The Two Towers

Best Graphics — GBA

Metroid Fusion



Prime's little sister took the award for Best Graphics, although the voting was close. At one point, the online vote was actually in a dead heat with Four Swords!





Runners-Up:
2. The Legend of Zelda: A Link to the Past/Four Swords
3. The Lord of the Rings: The Two Towers

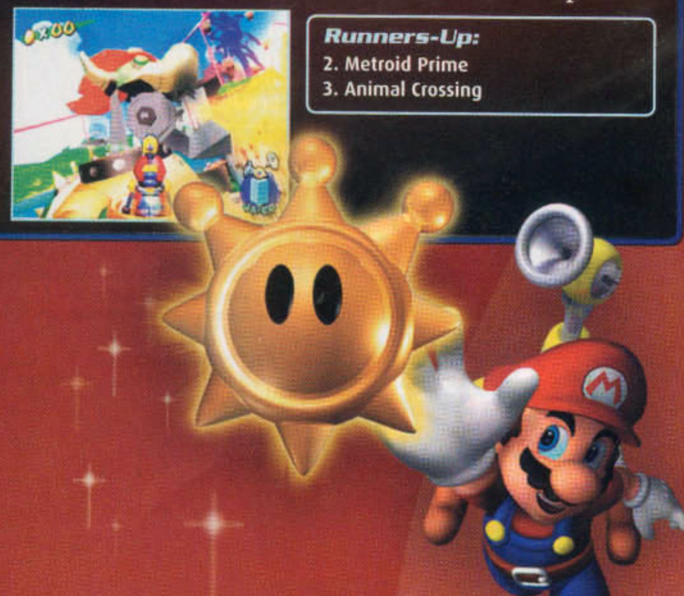
Online Category

Runners-Up:
2. Yoshi's Island: Super Mario Advance 3
3. The Legend of Zelda: A Link to the Past/Four Swords

Best Musical Score — GCN

Super Mario Sunshine 

The cheerful tunes of Sunshine eked out a victory over Metroid's moody notes. This was the only category in which Prime was nominated but didn't take first place.



Runners-Up:
2. Metroid Prime
3. Animal Crossing

Best Music / Sound — GBA

The Legend of Zelda: A Link to the Past/Four Swords 

Hey, look! Hey, listen! The Legend of Zelda has always been known for brilliant use of sound and music, and the new GBA title proved to be no exception.



Runners-Up:
2. Metroid Fusion
3. Castlevania: Harmony of Dissonance

Best Sound — GCN

Metroid Prime 

We love the sound of Wave Beams in the morning! Even a symphony of Middle-Earth battle sounds can't stop the juggernaut that is Metroid Prime.



Runners-Up:
2. Super Mario Sunshine
3. The Lord of the Rings: The Two Towers

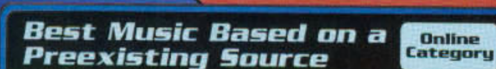
Best Cut Scenes 

The Lord of the Rings: The Two Towers 

When cut scenes are so good you can't tell them apart from a movie, you have a winner. Props to the GCN Resident Evil games—which took third and fourth places.



Runners-Up:
2. Star Fox Adventures
3. Resident Evil Zero



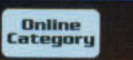
Best Music Based on a Preexisting Source 

The Lord of the Rings: The Two Towers 

The music from The Lord of the Rings: The Two Towers—based on Howard Shore's Academy Award-winning film score—racked up major points from online voters.



Runners-Up:
2. Tony Hawk's Pro Skater 4
3. *Star Wars*: The Clone Wars

Best Opening Scene 

James Bond 007: NightFire 

Flying in a helicopter and shooting out car tires on New Year's Eve are more fun than being chased through the woods by crazed zombie dogs. Go figure.





Runners-Up:
2. Resident Evil
3. Super Monkey Ball 2

Best Voice Talent

The Lord of the Rings: The Two Towers  

It helps to have the best Hollywood talent in your game. Ian McKellen, Viggo Mortensen and the rest of the fellowship were music to our readers' ears.



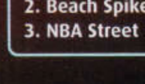
Runners-Up:
2. Star Fox Adventures
3. James Bond 007: NightFire

Best Sports Game

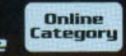
Tony Hawk's Pro Skater 4 

We thought this would be a close category, but Tony Hawk shredded over his opponents by a four-to-one margin. And not a football game in the bunch!





Runners-Up:
2. Beach Spikers
3. NBA Street

Clunkiest Use of Punctuation in a Title 

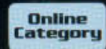
Disney's Donald Duck: "Goin' Quackers!" 

Ah, the colon. Where would game titles be without the little grammatical wonder? Exclamation marks also made a strong case.



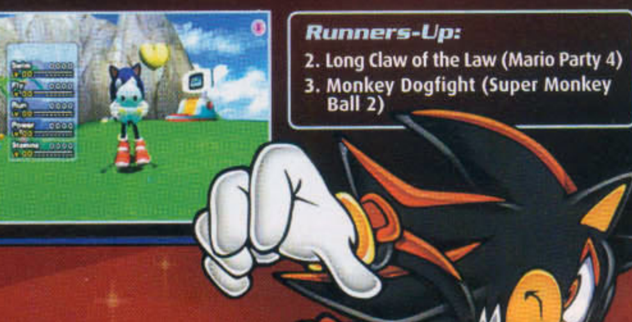
Runners-Up:
2. Yu-Gi-Oh!: Dark Duel Stories
3. Hamtaro: Ham-Hams Unite!



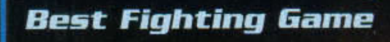
Best Minigame 

Raising Chaos (Sonic Adventure 2: Battle) 

Chaos are cute, friendly and fun, and that was enough to steal a win from Mario Party 4's Long Claw of the Law. The future of the GBA/GCN connection looks bright.



Runners-Up:
2. Long Claw of the Law (Mario Party 4)
3. Monkey Dogfight (Super Monkey Ball 2)



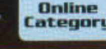
Best Fighting Game

Mortal Kombat: Deadly Alliance 

The newest game in the Mortal Kombat franchise was one of the last titles released in 2002, but that didn't stop your votes.



Runners-Up:
2. Godzilla: Destroy All Monsters Melee
3. Bloody Roar: Primal Fury

Most Misunderstood Character 

Crazy Redd (Animal Crossing) 

OK, so Crazy Redd sells furniture and artwork at ridiculously high prices—he's still just an honest businessman trying to get by. Well, maybe he's not so honest.



Runners-Up:
2. Wario (Mario Party 4)
3. Vegeta (Dragon Ball Z: The Legacy of Goku)

Best Racing Game



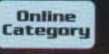
Need for Speed: Hot Pursuit 2

You feel the need ... the Need for Speed. Cops and chases helped EA's racing spectacular roar off with the top prize.



Runners-Up:
2. Burnout
3. Cel Damage

Biggest Heartthrob





Krystal (Star Fox Adventures)

Krystal may be a fox, but she's also a fox according to our lovestruck readers.



Runners-Up:
2. Anyone from Beach Spikers
3. Rebecca (Resident Evil Zero)

Ugliest Character





The Omega Pirate (Metroid Prime)

No question—the Omega Pirate is 10 pounds of ugly in a five-pound sack. Well, more like 10 TONS of ugly.



Runners-Up:
2. The Uruk-hai (The Lord of the Rings: The Two Towers)
3. Andross (Star Fox Adventures)

Best In-Game Text/Dialogue





Animal Crossing

Animal Crossing's unique band of villagers spouted jibber-jabber that won your hearts.



Runners-Up:
2. Spider-Man
3. Eternal Darkness: Sanity's Requiem

Best RPG



Animal Crossing

It's not a traditional RPG, but we put Animal Crossing in the category and it triumphed. Maybe turn-based battles will win the day at next year's awards.



Runners-Up:
2. Phantasy Star Online Episode I & II
3. Lost Kingdoms

Best Puzzle Game



Tetris Worlds

It's the most popular puzzle game in the world, and Tetris's new GCN incarnation walked off with the top prize. Thanks, Alexey Pajitnov!



Runners-Up:
2. ZooCube—GBA
3. Worms Blast

Best Shooter



James Bond 007: Nightfire

The NP Krew was surprised that anything beat TimeSplitters 2, but there's no denying that NightFire is a stunning game. Besides, you get to wear a snazzy tuxedo!



Runners-Up:
2. TimeSplitters 2
3. Medal of Honor: Frontline

Best Remake



The Legend of Zelda: A Link to the Past/Four Swords

Four Swords is new, but A Link to the Past was a Super NES classic—and the GBA translation was flawless. Now if they'd just do the same with EarthBound ....



Runners-Up:
2. Resident Evil
3. Sonic Mega Collection

Best Way to Get out Your Aggression in a Healthy Manner



Godzilla: Destroy All Monsters Melee

Picking up large lizards and tossing them into buildings proved to be the bee's knees for online voters. Hard-hitting hockey and rabid racing took second and third.



Runners-Up:
2. NHL Hitz 20-03
3. Burnout

Best New Weapon/Item

Online Category

Phazon Beam (Metroid Prime)

It's too bad you get the Phazon Beam only for the end battle of Metroid Prime, because the awesome blue blaster lays down the law like no one's business.

Runners-Up:
2. FLUDD (Super Mario Sunshine)
3. Fox's Staff (Star Fox Adventures)

Best Multiplayer Mode

Mario Party 4

We're considering renaming this award "The Mario Party" since the franchise wins every time it's nominated. It even beat out the GCN's first online title.

Runners-Up:
2. The Legend of Zelda: A Link to the Past/Four Swords
3. Phantasy Star Online Episode I & II

Best Replay Value

Animal Crossing

How long can you play Animal Crossing? Forever! It's that kind of endless fun that kept the crossing crowd coming back for more ... and more ... and more ...

Runners-Up:
2. Sonic Adventure 2: Battle
3. The Legend of Zelda: A Link to the Past/Four Swords

Most Innovative

Animal Crossing

Who knew that pulling weeds and cleaning up your room would be fun? Just don't tell your parents or roommates, or they might want you to do it all the time.







Runners-Up:
2. Sonic Adventure 2: Battle
3. Phantasy Star Online Episode I & II



Overlooked and Underrated

Bomberman Generation



While Bomberman Generation took first place, Mega Man trailed by only a couple dozen votes—proving that you just can't keep a classic character down.



Runners-Up:
2. Mega Man Battle Network 2
3. Sega Soccer Slam



Best Use of a License



The Lord of the Rings: The Two Towers



Games based on movies haven't always been winners, but The Lord of the Rings: The Two Towers nailed it. Kudos to the development team for a fantastic game.



Runners-Up:
2. Harry Potter & The Chamber of Secrets
3. Spider-Man

Weirdest Title

Hamtaro: Ham-Hams Unite!



Ham-Ham? No, it's not a phrase from a repetitive deli counter worker—it's a whole new language! If you aren't in the know, it might not make a lot of sense.



Runners-Up:
2. Urban Yeti!
3. Pocky & Rocky with Becky



Best New Character

Aragorn (The Lord of the Rings: The Two Towers)



Aragorn has existed as a literary character for more than 50 years, but his video game life is relatively new. Viggo Mortensen's good looks didn't hurt either!



Runners-Up:
2. Jango Fett (*Star Wars* Bounty Hunter)
3. K.K. Slider (Animal Crossing)

Best New Villain

Meta Ridley (Metroid Prime)



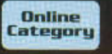
Old Man Nook tried his best, but he couldn't beat out a classic boss with massive mechanical enhancements. We've got to admit—Meta Ridley is mega-frightening!



Runners-Up:
2. Tom Nook (Animal Crossing)
3. SA-X (Metroid Fusion)



Harder Than College



Beating Meta Ridley (Metroid Prime)



In addition to winning Best New Villain, Meta Ridley won for presenting the hardest job in gaming. If you haven't experienced the boss yet, you're in for a struggle.



Runners-Up:
2. Washing Gracie's Car (Animal Crossing)
3. Beating the SA-X (Metroid Fusion)

Strangest Concept or Plotline

Super Mario Sunshine



Mama Peach? MAMA PEACH?! Yeah, we were freaked out about that, too. Plus the whole cleaning graffiti thing was a little off-the-wall.

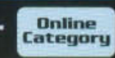




Runners-Up:
2. Cubivore
3. Urban Yeti!



Worst Hair



Britney Spears (Britney's Dance Beat)



We think this had less to do with Britney's coif than with the singer herself—but heck, it's fun to mock the rich and famous. Yami Yugi took a well-deserved second place.



Runners-Up:
2. Yami Yugi (Yu-Gi-Oh! Dark Duel Stories)
3. Dr. Muto (Dr. Muto—GCN)

Most Frustrating Moment



Being picked up and carried around in The Legend of Zelda: A Link to the Past/Four Swords

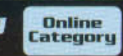


So you're playing Four Swords with some friends when one of them picks you up and WON'T PUT YOU DOWN! What can you say but "Aaaaaargh!"?



Runners-Up:
2. Running out of ammo in Resident Evil Zero
3. Being forced to collect yet another strange item in Star Fox Adventures

Most Memorable Gaming Moment of 2003



Watching Your Memory Card Pretend to Erase Itself (Eternal Darkness)



The first time it happened, the NP Krew started screaming at the TV. We're pretty sure that you did, too.





Runners-Up:
2. Paying off your house (Animal Crossing)
3. Watching Thardus come to life (Metroid Prime)

Cheesiest Line of Dialogue

"Doodle-Duh?" (Animal Crossing)



Now that it's won, we expect all of you to start saying "Doodle-Duh" on a regular basis. Get to it, people!



Runners-Up:
2. "Knock knock! Who's there? A big painful body check!" NHL Hitz 20-03
3. "Whoa, friend! I think the smell of the sewers has taken a liking to you!" Baldur's Gate: Dark Alliance

The Guilty Pleasure of 2002

Tossing people through plate-glass windows in Minority Report



Due to a printing error, this category was left off the response card—so the NP Krew voted instead!



Runners-Up:
2. Hitting your neighbor with the bug net in Animal Crossing
3. Knocking over buildings in Godzilla: Destroy all Monsters Melee

Rock the Vote

It was a Metroid Prime and Animal Crossing kind of year, with Link dominating on the handheld side of the aisle. While the winners head off to various after-parties, we'll be hard at work on next year's award nominations. Thanks to all who voted!

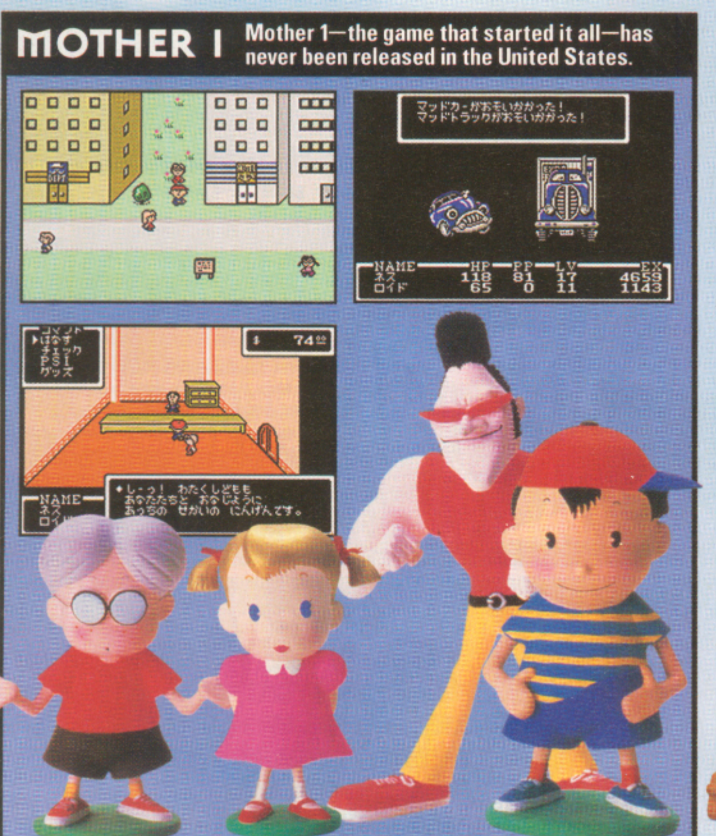


Fans of the quirky Super NES RPG EarthBound are among the most dedicated in the video game world, and they're sure to be doing cartwheels and handstands over the latest Epic News out of Japan. We also have a detailed Epic Review of a new GBA RPG—Lufia: The Ruins of Lore.





Hooray! Huzzah! Oh, rapturous day! Nintendo has announced plans for the Japanese release of the games Mother 1 and 2 on a single pak for the GBA. No word yet on a North American version, but stay tuned!



MOTHER 1 Mother 1—the game that started it all—has never been released in the United States.



MOTHER 2 Mother 2 was called EarthBound when it was released on the Super NES.

EPIC TACTICS

Lufia: The Ruins of Lore is the latest in a long line of Lufia titles. Like previous games in the series, the new Lufia sports a complex battle system, dozens of side quests and a wry sense of humor. If you've never played a Lufia game, use our exclusive coverage to get a taste of the action.

Lufia® THE RUINS OF LORE

THE ADVENTURE BEGINS

Lufia begins when a pair of young men named Eldin and Torma set out to get their hunter's licenses. Their actions will draw them into a malevolent plot far beyond anything they could have imagined—and the day was starting out so well.

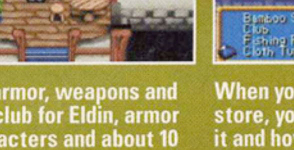




YE OLDE EQUIPMENT SHOPPE

Before you enter the cave to get your license, purchase some supplies at the local store.





You can buy armor, weapons and items. Get a club for Eldin, armor for both characters and about 10 potions. You can also find items by searching around town.

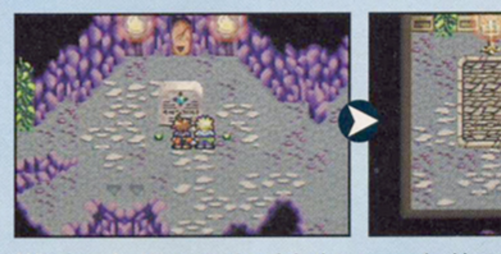


When you select an item from the store, you can see who can equip it and how much of a stat bonus the character will earn. Green numbers mean higher stats.



Quest 1 GET A HUNTER'S LICENSE

Before you can capture and train monsters, you'll need a hunter's license, which you'll get after a battle in a cave. The cave is underneath the town palace and is pretty difficult for an initial dungeon. Since you have no healing magic, you must rely on potions to restore your hit points.



When you find a stone, place it in the strange-looking rock to open a door. If you fall in battle, the remaining character must go to a church to restore his partner's life. Churches are also the only place where you can save your game.

ENGAGING THE ENEMY

Battles aren't random in Lufia: The Ruins of Lore. You can control when to fight and when to run—although you must be nimble and clever.





Groups of enemies appear as single monsters in the overworld. When you take a step, the monster will also take a step. Attack monsters from the back or side to launch a surprise first attack. To change the direction that you're facing without taking a step, hold down the L Button while pressing the Control Pad.

Quest 2 ALONG CAME A SPIDER KING



After you get a hunter's license, you must go to the town of Gruberik—but large spiderwebs block the way. Walk through the overworld until you find a cave, then enter and slay the Spider King inside to remove the webs. The battle will be easier if you have captured a monster beforehand.

CAPTURING MONSTERS

You won't get far in Lufia if you don't have monsters to help you out. A loyal monster will fight for you and also serve as a distraction in tough battles.

Disc-o Inferno



You can use discs to catch monsters. There are different kinds of discs for each area. You'll use a Cave Disc to catch a monster inside a cave, for example.

Are You Tough Enough?



You can catch a monster only if you have a higher experience level than it does when you toss the disc. If you run out of discs, you can buy more at the large shopping center in Gruberik.

Quest 3A SWEET PIRATE BOOTY

When you arrive in Gruberik, go to the northwest corner and try to enter the Ancient Cave. When guards stop you, return to town to see a pirate rob a girl named Rubius. Chase after the pirate until he leads you to a ship, then return to town and speak to the girl. Agree to help her, then go back to the ship to grab a couple of items.



The pirate is wily, but you can follow his tracks easily enough—he won't go inside buildings or hide otherwise. When he boards the ship, return to the inn.



Rubius will ask you to find two items. Go back to the pirate ship with Torma in tow and stand at the location shown in the above shot to board the boat.



Sneak around the boat (don't let any pirates see you) until you find a Gold Shard. The other item has already been sold, so return to the inn when you get the shard.

Quest 3B HELP THE HUSTLER

Rubius's second missing item is the Moon Stone. A man named Cashwell is going to auction it off, so you must gain access to his basement—and that means sweet-talking his lunkhead of a son. Luckily, the boy is starry-eyed over a local dancer, and you can use his love for your own ends. When Torma leaves, don't look for him—he'll come back later.



Cashwell's son wants to give flowers to the dancer. Go back to Parcelyte and talk to the mayor. He will either give them to you for free or charge you 50 coins, depending on your earlier actions.



Take the Priphea Flowers back to Cashwell's son, who will ask you to deliver them along with a love note. Give everything to the dancer to get a Membership Card, then go to Cashwell's manor.



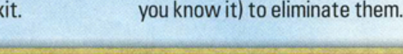
You can get the Moon Stone for 500 coins if you bid wisely. When the auction starts, wait until someone makes the first bid, then place two bids when you have the chance.

Quest 4 HOT LAVA!

Your next stop is the Mera Volcano—a hot and dangerous place filled with fire-spewing creatures. Torma won't be with you in the volcano, so capture a monster before entering the area.

You won't stand a chance without a trusty monster. Stock up on potions and armor in Gruberik before entering the volcano.

When you reach a broken bridge, look for a small hole to the right. Drop down the hole to continue on your way.



One of the volcano rooms contains a collapsing rock path. Defeat all three enemies in the room to reveal the exit.

Before you can leave the volcano, you must defeat three jelly creatures. Use the Risky Hit skill (if you know it) to eliminate them.

After the volcano, head into Karnack—where you can stock up on supplies and upgrade your weapons and armor.

APPRENTICESHIPS

There are eight classes in the game (fighter, thief, etc.), and any character can train with any class. You must become an apprentice to the desired class to begin learning the skills.





Talk to the teachers inside Gruberik's shopping center. Eldin is a natural fighter, but make sure that you have a priest in the party—priests learn healing spells right off the bat.

THE ANCIENT CAVE

The Ancient Cave is in the northwest portion of Gruberik. Though you don't have to enter the cave, it's a great place to gain experience quickly and to find rare and powerful items, weapons and armor. If you're struggling with Lufia, spend some time in the Ancient Cave before you return to the main quest.



Only Eldin and his monster can enter the Ancient Cave, and he can take 10 items—choose them carefully. If you perish while inside the cave, you'll lose all of your items.



The Ancient Cave contains many floors. Once you've cleared a floor, you can start there on your next visit. The cave uses a random layout, which means it will be different every time.



To get out with all your items, you must either complete the entire cave (which is tough!) or use an item called Providence. Once you find Providence, press Select to use it.

Quest 5 THE KARNACK GIRLS



When you enter Karnack, you'll find the town in a panic because a monster has been kidnapping all the young women. Stock up on supplies, then leave Karnack the way you came in. Rubius will faint and a blind woman will help. She'll eventually lead you to her pet monster. Defeat him to free the girls, then head to the Tower of Guidance.

Quest 6 THE TOWER OF GUIDANCE

The Tower of Guidance is a misleading name—sure, it's a tower, but it's so confusing and vague that it offers no guidance at all. It's also full of nasty enemies, so bring along a lot of potions and keep your eye on your hit-point meter at all times. You won't want to run back to a church after climbing all the way up the tower.

Some stone blocks in the tower are covered in strange writing. Rubius can read them, but they will appear as gibberish to the other party members.

Your newest party member, Rami, has the ability to start fires. Use the little pyro to ignite torches throughout the tower and activate bridges.

One room has a puzzle where you push blocks inward. When you push the last one, a pair of strong monsters will attack. If you push the right-hand bricks last, you can trap the beasts and avoid a fight.

When you enter a room with a weak floor, step onto the middle section, then step one space left or right and move back onto the middle section. You'll fall through the floor and into the next area.

At the top of the tower, use the Moon Stone and the Gold Shard together in the item menu, then rotate the shard one turn clockwise and translate the Moon Stone by pressing the Start Button. When you can read the words "When the Door Is Opened," place the Moon Stone in the bottom-left slot, then stand in the middle of the floor. A lightning bolt will hit Eldin and trigger a long cinema scene.

TRAINING MONSTERS

Once you have a monster, you can teach it skills, help it evolve or even merge with it to create a super-strong creature on the battlefield. The shopping center in Gruberik is your one-stop monster-training emporium.

Leveling Up

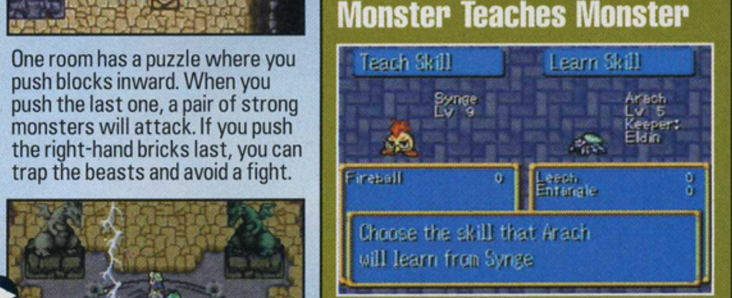
Weak monsters (or those with low loyalty) will often run away during battles—which voids any experience points they would have earned. Try to fight weak enemies until your monsters gain a few levels, then take them back to the shopping center to teach them skills.

The Battle Loyale



The longer you spend with a monster, the more loyal it will become. Each member of your party can equip a monster, but only three can fight at any one time.

Monster Teaches Monster



If you catch extra monsters, they will be stored in the shopping center. You can teach one monster's ability to another monster to give it new skills and powers. Once a monster teaches a skill, it will vanish forever. A monster can learn up to eight skills, but only three can be active. Go to the Monsters menu to change a creature's active skills.

INSTALLING MONSTERS

Monsters have a number of uses in battle. Though you can't control which attack they use, you can merge with them to create a super fighter—a process called installing. You must evolve your monster at least one level before it will install with you. Use fruit to make your monster evolve.



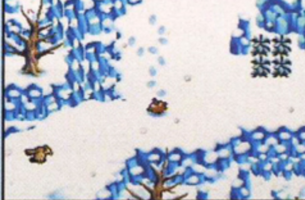
You will get different creatures each time you install with a different monster. There are hundreds of creatures in the game, so the possibilities are nearly endless.

Quest 7 MOUNT RUHIE

You need to cross the frozen wastelands of Mount Ruhie to reach the next area, but deadly snowfalls and dangerous foes will try to impede your journey. Remember that creatures are weak against opposite-elemental attacks. Since you're in the land of ice and snow, try attacking things with fire-based weaponry and magic.



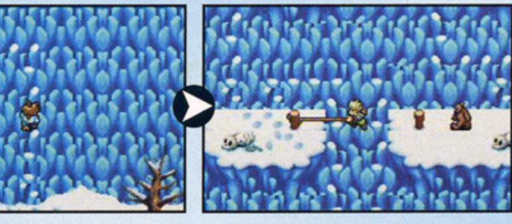
If you want to teach the Fireball skill, go back to the Mera Volcano and catch a monster.



You may occasionally fall into a deep snowdrift—wiggle the Control Pad to escape.



Halfway up the mountain, a bird will take Rubius. It seems bird kidnappings are a running theme in recent video games.



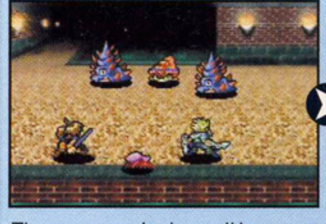
You'll need to climb the ice walls to reach the mountaintop. Look for white handholds on the blue background (they can be tough to find) then press Up to use them. Torma's whip will also come in handy.



Use your strongest attacks on the thieving bird to lay it low. Again, fire attacks work well.

Quest 8A WHAT'S THAT, BOY? IT'S TIMMY? IN THE OLD WELL?

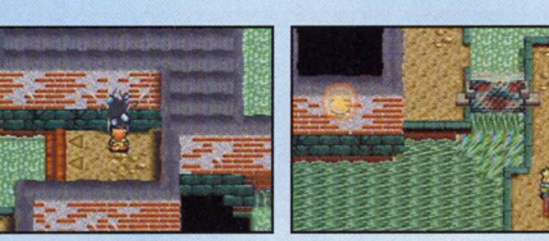
After you cross the mountain, you'll go to Rubius's hometown and speak with the village elders. They will mull things over for a bit then send you on a mission to find Hobbits. These aren't the friendly Bilbo Baggins type of Hobbits, however—Lufia Hobbits are grumpy creatures that enjoy dark, damp places and moldy cheese. Go to the Old Well near Gruberik (talk to an alchemist at the entrance) and search through it for the elusive critters. When you first climb into the well, move a pot to find the main entrance.





The monsters in the well have very high defensive stats, as well as status-altering attacks like Poison. They're great monsters if you want to teach your loyal monsters new skills, but ineffective in battle.

Any time you step into a moving current, it will sweep you to a calmer section of water.



After you rescue a foxlike creature named Bau, he will join your party. Bau's special skill is breaking barrels, cracked walls and skulls with his mighty hammer.

When you find a lever, stand next to it and press A to slow the current and gain access to a different area.

ALCHEMISTS

Alchemists are a strange breed—they like to disguise themselves as children, old ladies and even animals. When you find an alchemist, he will teach you how to make a special item.





Once you've spoken to an alchemist, you can visit certain shops and have the shopkeeper use the recipe to create an item. You'll have to have the ingredients in tow, though.

Quest 8B HOBBITS HATE HUMANS!

Well, we warned you—Lufia Hobbits aren't very nice. After you speak to their leader and tell him your story, however, he will agree to let you pass and then open the shops for your purchasing pleasure. After you leave the Hobbit village, make for the end of the cave by following Bau's directions.



Hey, if you were three feet tall and lived in a slimy well, you'd have anger management issues, too.



When you find a room with purple enemies and many weeds, take out the foes to open a new door.

Near the end of the well, you'll find a room with arrows pointing in a circle. Place pots in the center of the arrows.



Dirt blocks the well's exit. Have Bau smash a skull to move the dirt and drop a ladder.



The boss of the well is a giant snake-turtle mutation that will summon creatures to help it. Eliminate the helper creatures ASAP, then refocus attacks on the boss. (If Eldin knows Chance Hit, use it every turn.) When you leave the well, push a box out of the way to reenter Gruberik.

MULTIPLAYER MADNESS

Lufia: The Ruins of Lore has a very fun multiplayer mode. In addition to trading items and monsters, you can also join up with a buddy and explore the Ancient Cave together. There are many more treasures in the cave when you take it on with two people.





You need two Game Paks to link up. Each player will be able to see the action, but only the player who opens a chest will know what treasure was inside. Talk to each other as you go!

Quest 9 DOWN THE ROAD

Bau will leave your party when you exit Gruberik. (We know . . . he just got here. Dumb foxes.) Afterward, take a detour to the pleasant Meadow Road—which contains monsters that like to put you to sleep. If you have a priest in the party, make sure he or she knows the Awake spell.



A barrel blocks Meadow Road. Since Bau has left, you'll have to wander through the tall grass. V-shaped indentations in the grass indicate where you can pass.





There are a few treasures in the grass, including fruit and a Short Sword. If you get stuck, you probably missed a turn in the grass. Any time you reach a small black mark, try walking in all four directions. Sometimes you will have to move a step past the mark before you'll be able to continue.



After you exit the grass, you must place pots on small, yellow switches. Use Eldin's knife to cut the weeds and gain access to the switches.



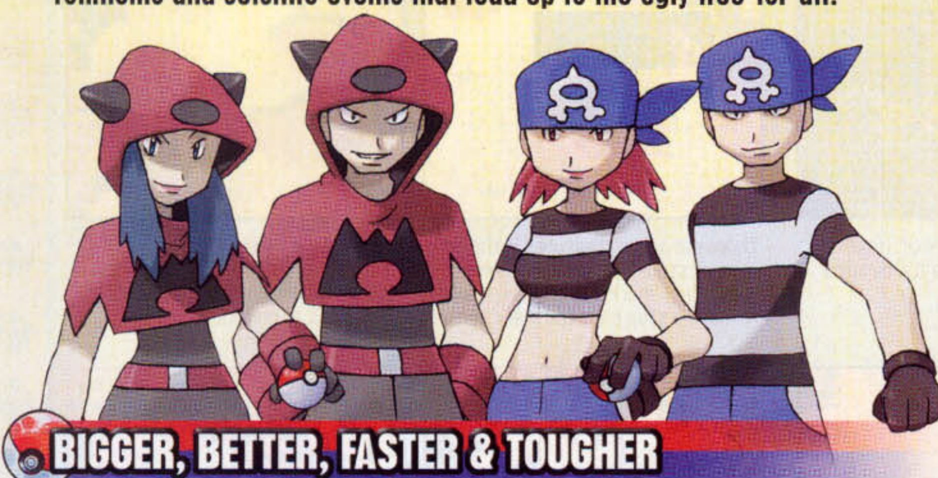
Meadow Road's boss is a giant tree. If you have a fighter in your group, make sure that he or she knows Chance Hit before you take on the tree. The Chance Hit attack can do up to 200 points of damage in a single hit.

IF YOU MADE IT THIS FAR . . .

. . . there's still plenty of action to go! Lufia: The Ruins of Lore is a huge monster of a game, and even the Epic Center editors found parts of it very challenging. The secret to success is to spend time in the Ancient Cave, so if you're ever having trouble, try a little spelunking to raise your spirits.

Pokémon Ruby Version · Pokémon Sapphire Version

Two Gym Badges down, six to go—but your quest to be the best will falter after you stumble into a turf war between two elementally opposed teams. Part three of our walk-through helps you brave the hostile environments and seismic events that lead up to the ugly free-for-all.



BIGGER, BETTER, FASTER & TOUGHER

Team Magma and Team Aqua hold opposing ideas about the environment—and you'll soon be drawn into their eco-skirmishes. Your Pokémon team and your battle prowess will help you become king of the mountain in the conflict—bulk up by heading up Route 110, where wild Pokémon, Trainers and the Trick House await discovery.

Route 110 Pokémon Trainers

(01) **Pokéfan Isabel**
Plusle ELC ♀ L15 / Minun ELC ♀ L15

(02) **Youngster Timmy**
Poochyena DRK ♂ L12 / Electrike ELC ♂ L14 / Aron STL GRD ♂ L16

(03) **Collector Edwin**
Lombre GRS WTR ♂ L14 / Nuzleaf GRS DRK ♂ L14

(04) **Psychic Edward**
Abra PSY ♂ L16

(05) **Fisherman Dale**
Tentacool WTR PSN ♂ L12 (x2) / Wailmer WTR ♂ L15 / Tentacool WTR PSN ♂ L9

FAST TRACK BACK TO SLATEPORT CITY

Pokémon Ruby and Sapphire Versions offer many reasons to backtrack, from rendezvousing with important characters to acquiring hard-to-get items. The Seaside Cycling Road offers a quicker way to traverse Route 110 to Slateport City, but you can use it only after you've gotten the Acro Bike or Mach Bike in Mauville City.



(06) **Psychic Jaclyn**
Abra PSY ♂ L16

(07) **Triathlete Abigail**
Magnemite ELC STL L17

(08) **Triathlete Anthony**
Magnemite ELC STL L16 (x2)

(09) **Triathlete Benjamin**
Magnemite ELC STL L17

(10) **Triathlete Jasmine**
Magnemite ELC STL L15 (x2) / Voltorb ELC L7

(11) **Triathlete Jacob**
Voltorb ELC L7 (x2) / Magnemite ELC STL L15

ROUTE 110 ⊕ SLATEPORT CITY / ⊕ MAUVILLE CITY / ⊕ ROUTE 103

BERRY PATCH · SEASIDE CYCLING ROAD · RIVAL · TRICK HOUSE · DIRE HIT · SEASIDE CYCLING ROAD

TO EVOLVE OR NOT TO EVOLVE?

When your starting Pokémon gains the experience to evolve, its stats will make a quantum leap and it will learn a move that its unevolved form can't. However, the unevolved form will learn two moves of its own in time. Cancel the change by pressing B.






001 Treecko GRS ⬇ Level 16 002 Grovyle GRS


004 Torchic FIRE ⬇ Level 16 005 Combusken FIRE FTG


007 Mudkip WTR ⬇ Level 16 008 Marshtomp WTR GRD

WILD EXCLUSIVES: POKéMON RUBY AND SAPPHIRE VERSIONS

The only way to catch all Pokémon is to trade for those that don't appear in the version you're playing. You'll have lots of trade leverage since your version contains its own exclusive Pokémon. Below are the exclusives on the western side of Hoenn—even more are on the eastern side.

POKéMON SAPPHIRE VERSION ONLY:

#19 Lotad · #20 Lombre · #68 Sableye ·  #124 Seviper ·  #125 Lunatone

POKéMON RUBY VERSION ONLY:

 #22 Seedot ·  #23 Nuzleaf ·  #69 Mawile · #123 Zangoose ·  #126 Solrock

THE TRICK HOUSE: OCTUPLE YOUR PLEASURE, OCTUPLE YOUR FUN

It's a riddle wrapped in a mystery in an enigma and housed in a tiny dwelling. When you first enter the Trick House, the Trick Master will already have a maze created for you. If you navigate its puzzling structure and defeat the characters inside, you'll earn a great prize. Return each time you get a badge. The Trick Master will have a new challenge for you.



First Visit

The first Trick House is fairly simple. Use the Cut move to hack through the stubby trees that block passages and battle your way to the northeastern exit. You'll win a Rare Candy for your trouble.

Second Visit



Return after you earn the Dynamo Badge. The house redesign will feature floor traps and Trainers with higher-level Pokémon. If you beat the house, you'll win the Timer Ball.

Third Visit



Reenter after you have the Heat Badge to find another radical redesign. After you use Rock Smash to make your way through the maze of Trainers, you'll win the Hard Stone.

Finding Your Rival and the Itemfinder





Rival's Pokémon

Mudkip WTR	Wailmer WTR L18 Numel FIRE GRD L18 Grovyle GRS L20
Torchic FIRE	Shroomish GRS L18 Numel FIRE GRD L18 Marshtomp WTR GRD L20
Treecko GRS	Wailmer WTR L18 Shroomish GRS L18 Combusken FIRE FTG L20

When you first make your way north on Route 110, you'll bump into your friendly rival, who will test your battle strength. Your rival's team will vary depending on which Pokémon you choose to be your first. If you triumph, you'll score the Itemfinder.

THE ITEMFINDER: INVISIBLE ADVANTAGES





When you activate the Itemfinder, the device will scan the surroundings for hidden items. If it senses one, you'll turn to face the item. Press A to search the spot in front of you. If the spot yields no item, change position and use the Itemfinder again. You'll soon find the exact spot.

Berry Quick Side Trip



Before you head too far along Route 110, make a short detour on Route 103. Harvest the four Cheri Berries and two Leppa Berries there. They're useful during battles—let your Pokémon hold them.

Route 103 Pokémon Trainers

(12) **Aroma Lady Daisy**
Roselia GRS PSN ♀ L16

(13) **Twins Amy and Liv**
Plusle ELC ♂ L16 / Minun ELC ♂ L16

(14) **Pokéfan Miguel**
Skitty NRM ♀ L16

(15) **Fisherman Andrew**
Magikarp WTR ♂ L5 / Tentacool WTR PSN ♂ L10 / Magikarp WTR ♂ L15

ROUTE 103 ⊕ ROUTE 110



MAUVILLE POWER PLAY

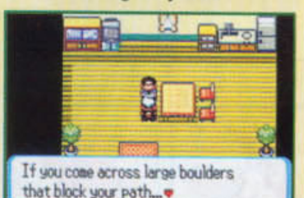
Mauville City stands at a major crossroads, and you won't get far without Rock Smash—the HM will open new horizons. You can easily get the HM, but you'll need to defeat Mauville's Gym Leader to get the badge that lets you command the HM's rock-smashing power outside of battle.

MAUVILLE CITY • ROUTE 110 / • ROUTE 111 / • ROUTE 117 / • ROUTE 118

POKéMON GYM · POKéMON CENTER · RYDEL'S CYCLES · WALLY · POKéMON MART · HM 06 · GAME CORNER · COIN CASE · X SPEED

ROUTE 118 • MAUVILLE CITY

No Smashing Required



Acquiring HM 06, Rock Smash, is a simple matter. Enter the house in the southeast corner of Mauville City and speak with the man inside. He'll give you HM 06 and explain that it works wonders—both in clearing passages and chasing out Pokémon that sometimes hide in rocks.

MAUVILLE CITY POKéMON MART

Antidote	100	Poké Ball	200
Awakening	250	Super Potion	700
Dire Hit	650	X Accuracy	950
Great Ball	600	X Attack	500
Guard Spec	700	X Defend	550
Paralyze Heal	200	X Speed	350

Route 118 Pokémon Trainers

(16) **Aroma Lady Rose**
Shroomish GRS ♀ L16 / Roselia GRS PSN ♀ L16

(17) **Fisherman Wade**
Carvanha WTR DRK ♂ L17

(18) **Guitarist Dalton**
Magnemite ELC STL L15 (x2) / Whismur NRM ♂ L15

Psychic Rematch with Wally



Like your rival, Wally is developing his Pokémon team and likes to challenge you. He and his father block the way into the Pokémon Gym. After you beat him, he'll move out of your way.

Trainer Wally's Pokémon

Ralts PSY ♂ L16

MAUVILLE CITY GYM

Mauville Gym Pokémon Trainers

(19) **Guitarist Kirk**
Electrike ELC ♂ L18 / Magnemite ELC STL L18

(20) **Youngster Ben**
Zigzagoon NRM ♂ L19

(21) **Battle Girl Vivian**
Meditite FTG PSY ♀ L19

(22) **Guitarist Shawn**
Voltorb ELC STL L17 (x3)

(23) **Leader Wattson**
Magnemite ELC STL L22 / Voltorb ELC L20 / Magneton ELC STL L23
Acquire the Dynamo Badge & TM 34

Short Out the Local Gym Circuit

Wattson and his Trainers use Electric- and Steel-type Pokémon, but one Trainer uses Meditite, which throws a wrench into any plan for a simple strategy. After you beat Wattson, he'll give you TM 34 (Shock Wave) and the Dynamo Badge.

Mauville Gym: Recommended Pokémon for Battling Wattson



To deliver massive damage against Wattson's Electric- and Steel-type Pokémon, use Geodude's Ground-type attack, Magnitude. As a backup plan, use Makuhita's Fighting-type attacks—they're effective against Steel-types.

THE ACRO & MACH BIKES



I'll tell you what! I'll give you a BIKE!

You'll be able to walk to hubs like Mauville City, but you'll need wheels to reach other parts of Hoenn. Acro Bikes allow you to hop along special steps and bridges. Mach Bikes let you speed up certain slopes. Get both at Rydel's Cycles in Mauville.

MAUVILLE CITY GAME CORNER



You can play slots and roulette at the Mauville City Game Corner if you have Coins. If you hit the jackpot, you might be able to afford the TMs and Secret Base dolls that attendants sell. You'll need a Coin Case to play, however. Trade a Harbor Mail (available in Slateport City) with the girl next door to the Game Corner to get her case.

POKéMON DAY CARE



The day care will raise Pokémon to increase their levels. Your Pokémon will learn new moves while there but won't evolve if they hit the critical threshold. (They'll wait until they reach another level while in your care.) Paired Pokémon will sometimes produce an Egg while at the day care—a big bonus!

Route 117 Pokémon Trainers

(24) **Sr. and Jr. Anna and Meg**
Zigzagoon NRM ♂ L16 / Makuhita FTG ♂ L18

(25) **Triathlete Dylan**
Doduo NRM FLY ♂ L18

(26) **Pokémon Breeder Lydia**
Wingull WTR FLY ♀ L12 / Goldeen WTR ♀ L12 / Roselia GRS PSN ♀ L12 / Shroomish GRS ♀ L12 / Marill WTR ♀ L12 / Skitty NRM ♀ L12

(27) **Triathlete Maria**
Doduo NRM FLY ♀ L18

(28) **Bug Maniac Derek**
Nincada BUG GRD ♂ L15 / Beautifly BUG FLY ♂ L15 / Dustox BUG DRK ♂ L15

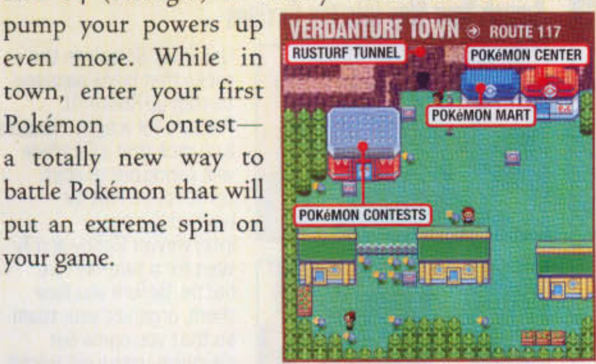
(29) **Pokémon Breeder Isaac**
Whismur NRM ♂ L12 / Zigzagoon NRM ♂ L12 / Makuhita FTG ♂ L12 / Aron STL GRD ♂ L12 / Poochyena DRK ♂ L12 / Taillow NRM FLY ♂ L12

ROUTE 117 • VERDANTURF TOWN / • MAUVILLE CITY

REVIVE · POKéMON DAY CARE · BERRY PATCH · GREAT BALL

HANG TOUGH IN VERDANTURF

With the extra muscle of Rock Smash, you can grab HM 04 (Strength) in nearby Verdanturf Town and pump your powers up even more. While in town, enter your first Pokémon Contest—a totally new way to battle Pokémon that will put an extreme spin on your game.



VERDANTURF TOWN POKéMON MART

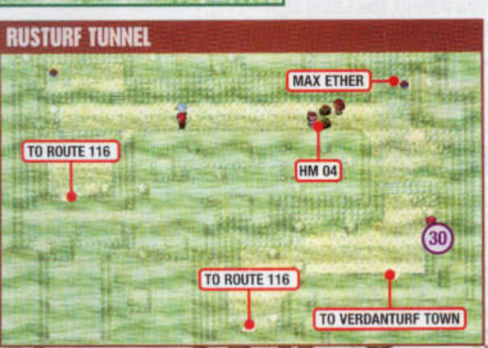
Antidote	100	Nest Ball	1,000
Awakening	250	Paralyze Heal	200
Burn Heal	250	Repel	350
Fluffy Tail	1,000	Super Potion	700
Great Ball	600	X Special	350
Ice Heal	250		

Don't Be Fooled by the Rocks That They've Got



In nearby Rusturf Tunnel, a rock barrier is separating a couple. Reunite them by using Rock Smash. As a token of his thanks, the man will give you HM 04 (Strength). You can't use its power outside of battle until you have the Heat Badge.

RUSTURF TUNNEL



Rusturf Tunnel Pokémon Trainers

(30) **Hiker Mike**
Geodude RCK GRD ♂ L16 (x2) / Machop FTG ♂ L16

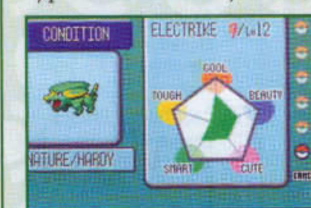
POKéMON CONTESTS: A NEW WAY TO BATTLE



If the new two-on-two battles didn't radically revamp how you raised Pokémon, the Pokémon Contests will rock your world. After you get the Contest Pass in Verdanturf, you can enter Pokémon in any one of four Contest ranks across Hoenn—if it's won first place in the contest that ranks below it on the circuit.

Pokémon Contests: Primary Judging

You'll present a single Pokémon to the crowd for applause. Yours will beat the other three on show if its condition that relates to the Contest type—Cool, Beauty, Cute, Smart or Tough—is higher than the others'.





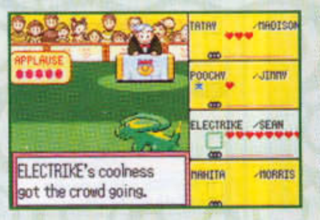
Prepare for primary judgment by feeding a Pokémon PokéBlocks that develop those of its conditions that you plan to show off in a Contest.

Pokémon Contests: Secondary Judging

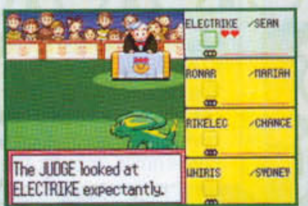
Battle-style move delivery always follows primary judging. In each of five rounds, you'll command a Pokémon to show off the right move at the right time, outstyling its three competitors.



Every round, your Pokémon must deliver one of its four moves, which have a totally different effect in contests than they do in traditional battles. Moves earn Appeal hearts while "jamming" hearts away from some or all of your competitors. Each move also has a condition-related type—Cool, Beauty, Cute, Smart or Tough. A Pokémon will gain more hearts if its move type matches the contest type.



Your Pokémon will take its turn earlier if it did well during the previous round. Choose your move carefully. Certain moves work better if delivered before your competitors make their moves. Other moves work better if you deliver them after others. Before you enter a Pokémon in a contest, ensure that it has a range of moves that work well at various times during a round.



Delivering the right moves at the right times will get you far. But you won't beat competitors in Hyper or Master Rank Contests unless you learn and exploit every advantage. For example, if your Pokémon's move gets the judge's special attention, that means the move was the first part of a two-part combo. If you follow up with the correct second move next round, you'll score massively.



IN HOT PURSUIT OF YOUR DESTINY

You're a *long* way away from taking on the next Gym Leader, but you'll soon face an unexpected peak in your Trainer career. You must first bypass a sandstorm-lashed desert by braving a searing cave flickering with Fire-type Pokémon.

Battle on the Winstrates' Front Lawn



Winstrate House

Winstrate Victor
Taillow NRM FLY ♂ L16 / Zigzagoon NRM ♂ L16

Winstrate Victoria
Roselia GRS PSN ♀ L17

Winstrate Vivi
Marill WTR ♀ L15 / Shroomish GRS ♀ L15 / Numel FIRE GRD ♀ L15

Winstrate Vicky
Meditite FTG PSY ♀ L18

On the way toward the desert on Route 111, challenge the Winstrate family to a fight. Fighting them is like taking on a miniversion of the Elite Four—you'll face one after the next without being able to heal your Pokémon at Mauville's nearby Pokémon Center. If you can defeat them all, you'll get to enter the Winstrate house and get the Macho Brace.

Route 111 Pokémon Trainers

(31) **Interviewer Gabby and Ty**
Magnemite ELC STL L19 / Whismur NRM ♂ L19

(32) **Picnicker Irene**
Shroomish GRS ♀ L18 / Marill WTR ♀ L18

(33) **Camper Travis**
Sandshrew GRD ♂ L19

(34) **Cool Trainer Wilton**
Electrike ELC ♂ L18 / Makuhita FTG ♂ L18 / Wailmer WTR ♂ L18

(35) **Cool Trainer Brooke**
Wingull WTR FLY ♀ L18 / Numel FIRE GRD ♀ L18 / Roselia GRS PSN ♀ L18

(36) **Black Belt Daisuke**
Machop FTG ♂ L19

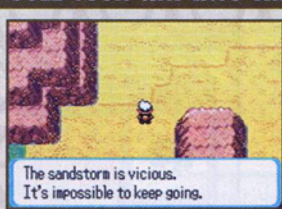
Smash Your Way into the Ravines





Use Rock Smash on the rocks that block passage farther up Route 111. Prepare for a fight—there's a chance that a Geodude will spring out of shattered rocks. Not far beyond the pass, Interviewer Gabby and Ty wait for a two-on-two battle. Before you face them, organize your team so that you come out swinging with well-paired Pokémon. If you defeat the media team, they'll interview you for a TV show.

OGLE YOUR WAY INTO THE DESERT



have no trouble getting through the desert near ROUTE 111.

The desert contains a perpetual sandstorm—gritty winds far too intense for you to face without protection. The only thing that does the trick are the Go-Goggles. After you defeat the Lavaridge Gym Leader, your rival will give you the essential eyewear.



Wait! That thing you have there... Is that a POKéMON fossil?

The desert also contains many mysteries. Two of the most obvious await you in the desert's northeast corner—the Claw Fossil and the Root Fossil. You can choose only one—the other will sink into the sands. Take the fossil to the Devon Corporation in Rustboro City, where a scientist will revive the Pokémon embedded within the fossil. The Claw Fossil holds Anorith; the Root Fossil holds Lileep.

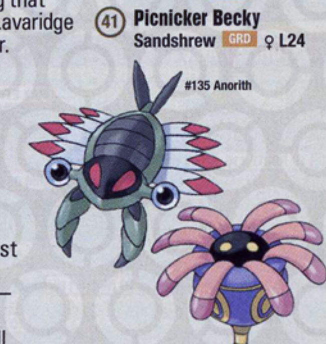
(37) **Camper Drew**
Sandshrew GRD ♂ L24

(38) **Picnicker Heidi**
Sandshrew GRD ♀ L23 / Baltoy GRD PSY L23

(38) **Camper Cliff**
Baltoy GRD PSY L22 (x2) / Sandshrew GRD ♂ L22

(40) **Ruin Maniac Dusty**
Sandslash GRD ♂ L24

(41) **Picnicker Becky**
Sandshrew GRD ♀ L24


#135 Anorith
#133 Lileep

SETTING UP YOUR SECRET BASE

After you get TM 43 (Secret Power) from the man on Route 111, you can use it to establish a Secret Base in special spots all over Hoenn—making caves in rock faces, treehouses in trees and huts within grass clumps. You can stow furniture, booby traps and cool stuff in the base. You don't need to commit to a spot—you can pack up everything and move at any time.





Don't Ask for Trouble Yet



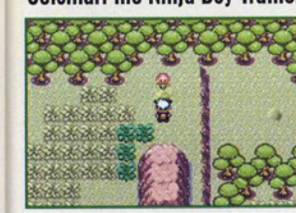
You can bypass the desert via the Fiery Path. Head west on Route 112 to reach it. Team Magma or Team Aqua Grunts block the cable car entrance nearby—keep their loitering in mind, but continue on.

Make Tracks with the Mach Bike

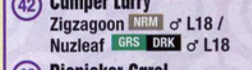


After you blaze through the Fiery Path, you can continue northward on Route 111. A rocky ridge borders the area and hides many special spots that you can make into Secret Base caves. To reach the area, ride your Mach Bike up the steep slope.

Outsmart the Ninja Boy Trainers



Two Ninja Boy Trainers hide on Route 113, which leads toward Fallarbor Town. Whether you want to battle Ninja Boy Lao and Ninja Boy Lung or avoid them entirely, watch for the tops of their heads poking up through the ash-covered grass.



Route 112 Pokémon Trainers

(42) **Camper Larry**
Zigzagoon NRM ♂ L18 / Nuzleaf GRS DRK ♂ L18

(43) **Picnicker Carol**
Taillow NRM FLY ♀ L18 / Lombre WTR GRS ♀ L18

(44) **Hiker Trent**
Geodude RCK GRD ♂ L16 (x4)

(45) **Hiker Brice**
Numel FIRE GRD ♂ L18 / Machop FTG ♂ L18

Route 113 Pokémon Trainers

(46) **Youngster Neal**
Trapinch GRD ♂ L18 / Linoone NRM ♂ L20

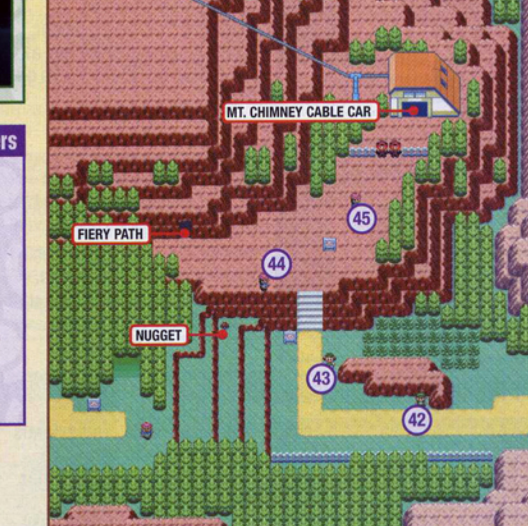
(47) **Ninja Boy Lao**
Koffing PSN ♂ L17 (x3) / Koffing PSN ♂ L19

(48) **Parasol Lady Madeline**
Numel FIRE GRD ♀ L20

(49) **Twins Tori and Tia**
Whismur NRM ♂ L20 (x2)

(50) **Ninja Boy Lung**
Nincada BUG GRD ♂ L19 / Ninjask BUG FLY ♂ L19

(51) **Youngster Dillon**
Aron STL RCK ♂ L20

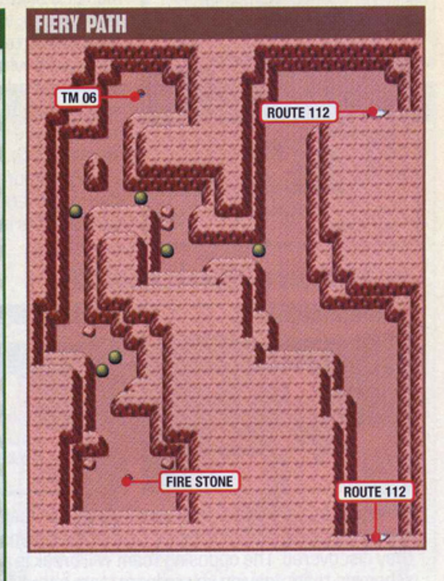


THE GLASS WORKSHOP



Mt. Chimney belches ash all over Route 113. The nearby Glass Workshop artist will turn ash into useful items and Secret Base furniture. He'll give you the Soot Sack—run around with it in ash-covered grass to gather his raw materials.

Blue Flute	250 Steps
Yellow Flute	500 Steps
Red Flute	500 Steps
White Flute	1,000 Steps
Black Flute	1,000 Steps
Pretty Chair	6,000 Steps
Pretty Desk	8,000 Steps

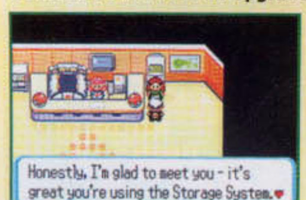




THWART THE TEAM'S GEOLOGICAL SCHEME

Fallarbor Town doesn't hold a Pokémon Gym. But it does contain clues to massive mischief in the works—Team Magma or Team Aqua is preparing to burst onto the scene in the worst of ways.

Someone's PC Gets an Upgrade



Lanette upgraded the PC system just in time for the start of your Hoenn quest. Meet Lanette at the Fallarbor Pokémon Center. After you meet, visit her at her house on Route 114 to get a gift.

Less than Stellar News about Cozmo



Enter Professor Cozmo's house in Fallarbor to discover that the brainiac went to nearby Meteor Falls under suspicious circumstances. Heal your team and stock up before you hit the road in search of the scientist.

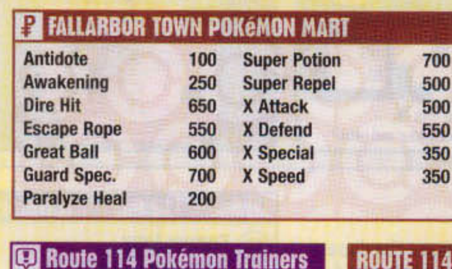
Two TMs to Assist Spelunking



Sigh... If you would, please take this TM away...

Along Route 114, which leads to Meteor Falls, speak to two people to get TMs that will help greatly in the upcoming cave. In the Fossil Maniac's house, speak to the maniac's brother to get TM 28 (Dig), which will return your team to the overworld when a Pokémon uses it outside of battle. The nearby Poochyena-toting man will give you TM 05 (Roar), which will chase off wild Pokémon during battle—and there are lots of wild critters in Meteor Falls.

FALLARBOR TOWN ⊕ ROUTE 113 / ⊕ ROUTE 114



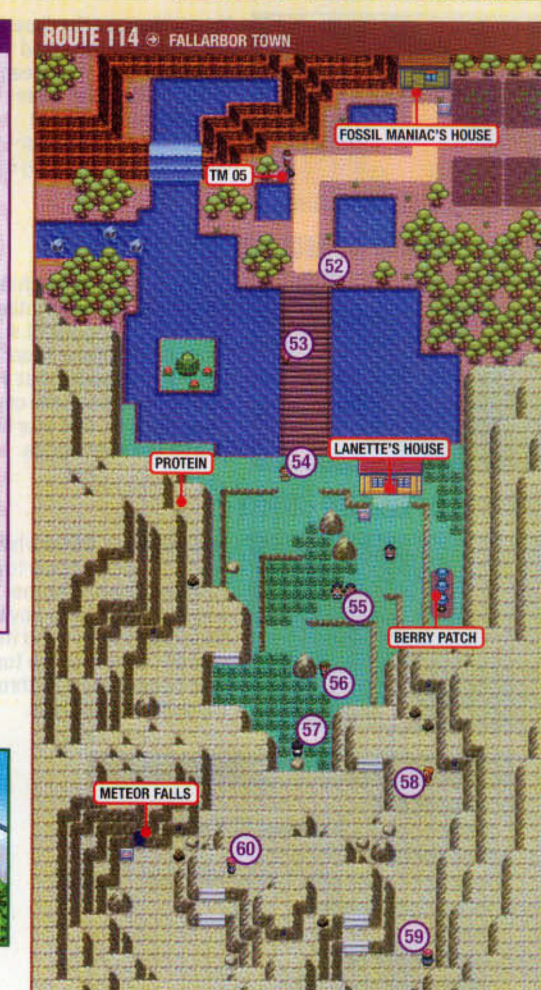
FALLARBOR TOWN POKéMON MART

Antidote	100	Super Potion	700
Awakening	250	Super Repel	500
Dire Hit	650	X Attack	500
Escape Rope	550	X Defend	550
Great Ball	600	X Special	350
Guard Spec.	700	X Speed	350
Paralyze Heal	200		

Route 114 Pokémon Trainers

52. **Fisherman Nolan**
    Barboach WTR GRD ♂ L20
53. **Fisherman Claude**
    Goldeen WTR ♂ L16 (x3) / Barboach WTR GRD ♂ L18
54. **Picnicker Nancy**
    Marill WTR ♀ L19 / Lombre WTR GRS ♀ L19
55. **Sr. and Jr. Tyra and Ivy**
    Roselia GRS PSN ♂ L19 / Graveler RCK GRD ♂ L21
56. **Camper Shane**
    Sandshrew GRD ♂ L19 / Nuzleaf GRS DRK ♂ L19
57. **Pokémaniac Steve**
    Aron STL RCK ♂ L20
58. **Kindler Bernie**
    Slugma FIRE ♂ L19 / Wingull WTR FLY ♂ L19
59. **Hiker Lucas**
    Geodude RCK GRD ♂ L18 (x3)
60. **Hiker Lenny**
    Machop FTG ♂ L19 (x2)

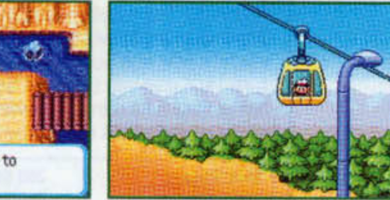
ROUTE 114 ⊕ FALLARBOR TOWN



Two Teams and a Trainer in the Middle







After you enter Meteor Falls, you'll overhear Team Magma or Team Aqua discussing with Professor Cozmo their plans for a Meteorite they discovered. The opposing team will break in and chase off the scheming team, leaving you to learn more about the conflict.

You'll also overhear plans for Mt. Chimney. Head to the cable car. Its entrance is no longer blocked—ride it to the top.

METEOR FALLS



Taking Sides at an Incendiary Summit

Please, you must stop TEAM AQUA for me!

Atop Mt. Chimney, Team Magma and Team Aqua are at each other's throats with a Poochyena posse. Fight toward the dastardly team's leader on the western ridge. After you defeat a Grunt and an Admin, you'll battle him—just before he unleashes volcanic destruction using the Meteorite.

Team Magma

Team Magma Grunt
Zubat PSN FLY ♂ L20 / Poochyena DRK ♂ L20

Magma Admin Tabitha
Numel FIRE GRD ♂ L20 (x2) / Poochyena DRK ♂ L20

Magma Leader Maxie
Mightyena DRK ♂ L24 / Golbat PSN FLY ♂ L24 / Camerupt FIRE GRD ♂ L25

Team Aqua

Team Aqua Grunt
Zubat PSN FLY ♂ L20 / Poochyena DRK ♂ L20

Aqua Admin Matt
Carvanha WTR DRK ♂ L20 (x2) / Poochyena DRK ♂ L20

Aqua Leader Maxie
Mightyena DRK ♂ L24 / Golbat PSN FLY ♂ L24 / Sharpedo WTR DRK ♂ L25

MT. CHIMNEY ⊕ JAGGED PASS



JAGGED PASS ⊕ MT. CHIMNEY / ⊕ ROUTE 112



MT. CHIMNEY: AFTER THE BLOWOUT



61. **Expert Shelby**
    Meditite FTG PSY ♀ L22 / Makuhita FTG ♂ L22
62. **Beauty Girl Shirley**
    Numel FIRE GRD ♀ L22
63. **Beauty Sheila**
    Shroomish GRS ♀ L22
64. **Beauty Melissa**
    Marill WTR ♀ L22

After you defeat the team on Mt. Chimney and visit Lavaridge Town, you can return to the mount to discover that Pokémon Trainers have populated it. Most have a wealth of cash that you can win by defeating them. Also, you can buy status-healing Lava Cookies from a woman standing near the cable car entrance.



Jagged Pass Pokémon Trainers

65. **Hiker Eric**
    Baltoy GRD PSY L21 (x2)
66. **Camper Ethan**
    Zigzagoon NRM ♂ L21 / Taillow NRM FLY ♂ L21
67. **Picnicker Diana**
    Shroomish GRS ♀ L20 / Swablu NRM FLY ♀ L20 / Oddish GRS PSN ♀ L20

FLARE-UP IN LAVARIDGE

With the team's scheme snuffed out and its members on the fly, you can climb down Jagged Pass and reach Lavaridge Town, where fiery Flannery holds the fourth Gym Badge.

Lavaridge Gym: Recommended Pokémon for Battling Flannery





Flannery's Fire-types are suspectible to Rock-, Ground- and Water-type attacks. Graveler has the first two, Nosepass has Rock-type attacks and Pelipper has Water-type attacks. Fight with all three.

Cool Down the Competition



Flannery fights with Fire-types, but some Trainers at her Gym add other types to the mix—put one or two advantageous Pokémon types into your team to blast past the quirks. After you defeat Flannery, you'll earn TM 50 (Overheat) and the Heat Badge, which lets you use Strength to move boulders outside of battle.

LAVARIDGE TOWN GYM 1F



LAVARIDGE TOWN GYM 2F



Lavaridge Gym Pokémon Trainers

68. **Kindler Cole**
    Slugma FIRE ♂ L22 (x2) / Numel FIRE GRD ♂ L22
69. **Cool Trainer Zane**
    Kecleon NRM ♂ L24
70. **Kindler Axle**
    Numel FIRE GRD ♂ L23 / Slugma FIRE ♂ L23
71. **Battle Girl Sadie**
    Meditite FTG PSY ♀ L24
72. **Kindler Andy**
    Slugma FIRE ♂ L23 / Numel FIRE GRD ♂ L23
73. **Leader Flannery**
    Slugma FIRE ♀ L26 (x2) / Torkoal FIRE ♀ L28
    Acquire the Heat Badge and TM 50

LAVARIDGE TOWN ⊕ ROUTE 112

POKéMON MART · EGG · POKéMON CENTER · POKéMON GYM · POKéMON HERB SHOP



LAVARIDGE TOWN HERB SHOP

Energy Powder	500	Heal Powder	450
Energy Root	800	Revival Herb	2,800

LAVARIDGE TOWN POKéMON MART

Antidote	100	Revive	1,500
Awakening	250	Super Potion	700
Burn Heal	250	Super Repel	500
Great Ball	600	X Speed	350
Paralyze Heal	200		

EGGS NP

While you're in Lavaridge Town proving that you're hot stuff, visit the woman near the hot springs. She'll give you a Pokémon Egg. If you travel with it in your team, a Wynaut will eventually hatch!





POKéMON BATTLE-e CARDS: SCAN THE HORIZON FOR MYSTERY

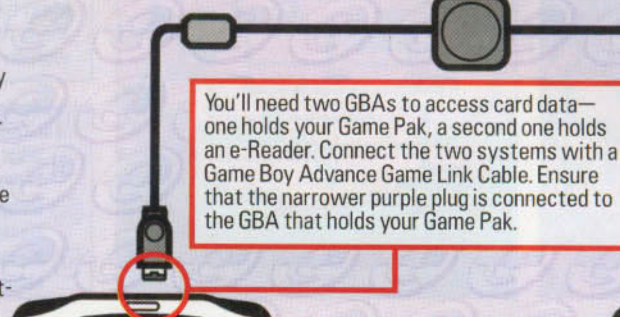


Hoenn is huge, and you haven't even seen its eastern side in our walk-through yet. But there's a sign of even *bigger* things to come tucked inside your game box—a Pokémon Battle-e card. Gentleman Nils and Lady Astrid, included in Pokémon Ruby and Pokémon Sapphire respectively, are extremely experienced Trainers with Level-50 Pokémon. You can battle them if you have the right Nintendo gear and the inside track on who to talk to in Hoenn.

Speak the Secret Phrase in Petalburg City



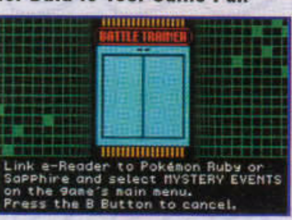
Head to the Pokémon Center in Petalburg City to find the man who holds the secret to participating in Battle-e card events. He stands next to the PC. When he asks you what words you'd like put on your Trainer Card, tell him "Mystery event is exciting." He'll then open a new Mystery Event option on the game's start menu. Restart your game to see the new option.



You'll need two GBAs to access card data—one holds your Game Pak, a second one holds an e-Reader. Connect the two systems with a Game Boy Advance Game Link Cable. Ensure that the narrower purple plug is connected to the GBA that holds your Game Pak.



Use Connected Systems to Transfer Data to Your Game Pak





After you connect your GBAs, select Mystery Events on your Pokémon game's start menu. Scan the Battle-e card through your e-Reader. The Trainer who's on the card will appear—waiting in an elevator—on the GBA that holds the e-Reader. Push the A Button on the GBA that holds the Game Pak to transfer the Trainer data (the elevator transports him or her) and save it on your Game Pak.

Head to Mossdeep City for Battle





Enter the old man's house in Mossdeep City (in eastern Hoenn). He lets Trainers who've arrived via the Battle-e card system stay in his back room. Speak to him to meet the visiting Trainer for a battle.

Face a Tough Trainer



After you select three Pokémon for battle, you'll face the Trainer. The card face reveals two of the Trainer's Pokémon—and you'll soon face his or her awesome third one.

MORE CONNECTIONS TO COME

Gentleman Nils might seem like a leisurely fellow with his bowler hat and cane, and Lady Astrid might appear to be a pushover in her petticoat, but they're at the top of their game. After you defeat them, you'll be itching to take on more top Trainers. They're on the way—keep an eye out for more Pokémon Battle-e cards coming soon!

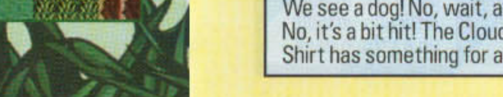
There is a misprint on the Battle-e card bundle with Pokémon Sapphire. "Iron Defense" was misspelled as "Iron Defence." This error has been corrected for future production runs. Please accept our apologies for any inconvenience this may cause.

FAMILY HISTORY, FUTURE GLORY

Your Trainer pilgrimage will lead backward before it heads onward. Your father, the revered Petalburg City Gym Leader, refused to battle you until you earned four badges. If you can topple your pop, you'll discover a way to cross the ocean to eastern Hoenn, where you'll face the remaining Gym Leaders—and titanic threats that might unbalance the planet!







The Crossing Guardian

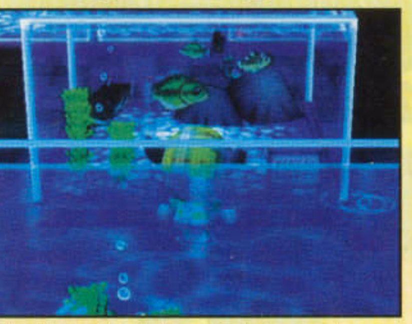



Stay up-to-date at www.animal-crossing.com May



Mother Nature's Spring Fling Feeds Fish Collections

Fishmongers who've bit at the challenge of collecting all 40 aquatic critters might feel like they've been on the hook for the last few months. Where have the bass been? Where are the angelfish floating? Fishing fanatics know that it's about where *and* when to fish. Spring has sprung lots of fish out of hiding. So get out the ol' pole, sink your bobber in every splashy spot and start angling your way toward collection perfection!



Bluegill, angelfish, bass of all sizes and even frogs—the museum wants spring fish, too!

Dialed Your Mom Lately?

You probably get a note from your mom at least once each month, but have you contacted her lately? If you haven't, look up Tortimer on May 11, 2003, to get a freebie Mother's Day phone. Don't tell him we sent you his way for the ultra-pink gift. Mum's the word!



Spring Fashions That Will Knock You Out

The spring fashion season is finally here! Ready to snatch up all the latest things at Tom's store? Prepare for a chic sucker punch—we snapped preview pics of the new spring fashion line as it hit the runway.



We love it. We love it not. We love it! Yes, we do—the Daisy Shirt is petalicious!

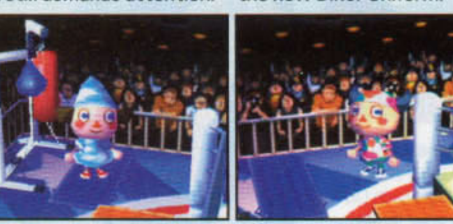


Be Mine! That's what we say to the Lovely Shirt, full of the sweetest little hearts ever.



The mod look never goes out of fashion. And the Oft-Seen Print still demands attention.

Ding, ding, ding—order up! We'd start a food fight for the new Diner Uniform!



We see a dog! No, wait, a cat! No, it's a bit hit! The Cloudy Shirt has something for all.



Gmmm, moorg, mmm! There's a mouthful of good things to say about the Gumdrop Shirt!

Boo-tiful Homes & Gardens

Halloween is months away, but when you're in the spring-cleaning spirit, why not seek a little supernatural assistance? Whether you need a fresh coat of paint on your roof, new furniture for your pad or a dramatic de-weeding, Wisp has the can-do 'tude for the job. Good luck finding the ghost, however. Wisp is often (dearly) departed, but he'll sometimes drift through after midnight. Who else you gonna call?



Wisp doesn't run away, but it's rumored that you need a net to catch his help.

Do-It-Yourself Done Diabolically!

Somebody keep the fashion police distracted! We love every stitch on sale at Tom's store this spring, but we're *crazy* about the unique fashions flaring up around the globe. We've seen designers create rule-breaking rags that'd never hang on Nook's racks—and we want them all!



She's not afraid of the fashion establishment! SassGrrl is one of many citizens flaunting self-designed duds.

Tom Nook's Special Delivery #5

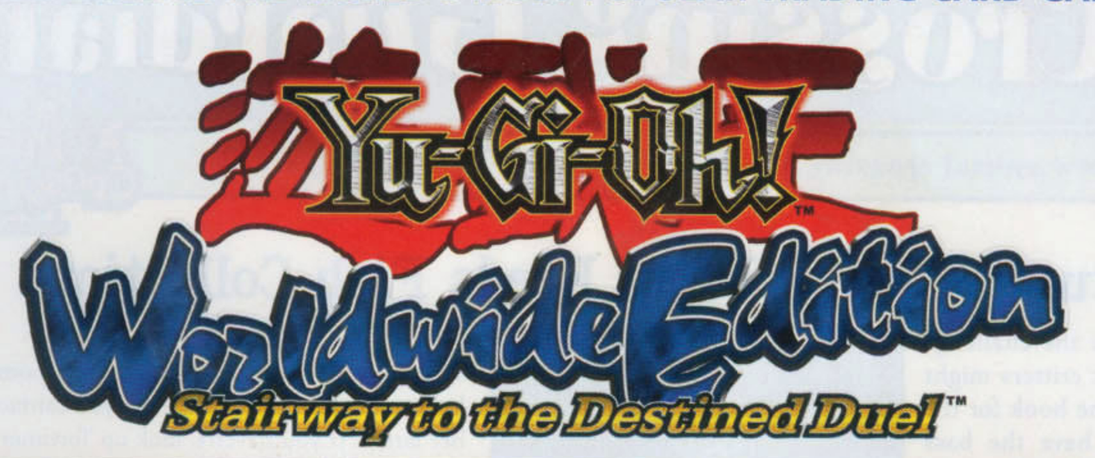


#SbaUIRmw#gwkY
Bh66qeLMscTY%2

If you say the password shown above to Tom Nook, you'll receive a rare gift that will make you feel 20 feet tall!

Let us know what you think of it!

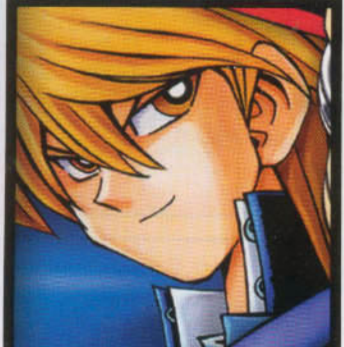
EXPERIENCE THE WORLD'S MOST POPULAR TRADING CARD GAME ON YOUR GBA!



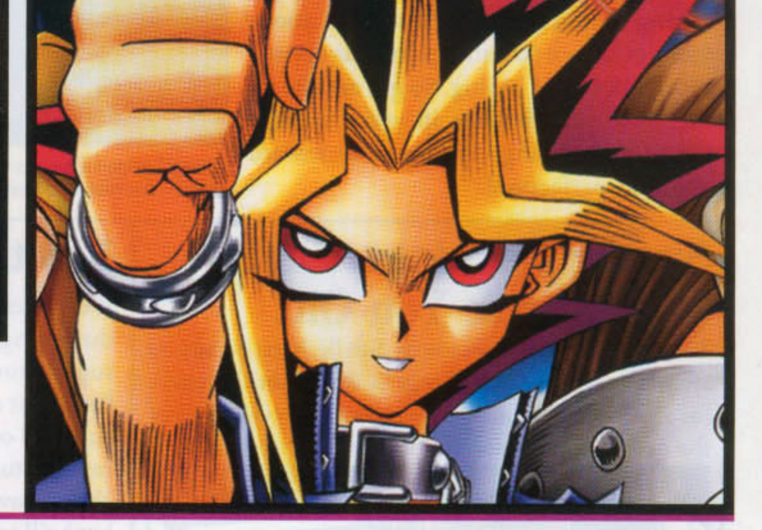


Three New Cards

When you buy the game, you'll get three limited-edition cards for the Yu-Gi-Oh! Trading Card Game: Harpie's Feather Duster, Sinister Serpent and Valkyrion the Magna Warrior.







Duel For Your Destiny

Konami's Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel brings the world's fastest-growing card game to the GBA. With more than 1,000 cards to collect, official duel tournament rules and all your favorite characters from the popular *Yu-Gi-Oh!* television series, Stairway to the Destined Duel is the most extensive card game for any handheld system.



Mild Violence

Battle City

Battle City was formed to accommodate the rising popularity of the ancient Egyptian card game called Duel Monsters. Duelists walk Battle City's streets in search of the next duelist to battle. A duelist's identity will be shrouded until you battle him or her once. Passengers throughout the city offer insightful dueling tips and information about Battle City's important events.

Passengers



Passengers appear as yellow figures on the Battle City map. Take a day to talk to the passengers in Battle City—they'll provide hints and advice about dueling, plus engage you in idle conversation.

Card Duels



Duelists appear as white stars in red circles on the Battle City map. When you arrive in the city, you won't be able to tell who each duelist is. Blindly engage a duelist in battle once to reveal him or her.

Duel Tournaments



Duel Tournaments appear only on Saturdays as a single card on the Battle City map. Participate in Duel Tournaments to hone your skills and win rare commemorative cards.

Whom to Duel

Choose easier duelists to battle when you begin playing—Kaiba Mokuba, Espa Roba and Rex Raptor are all good first choices. Stay away from tougher duelists such as Yugi, Kaiba Seto and Trusdale until you've built up a strong deck.

Collect More Cards

The primary way duelists earn new cards in Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel is by winning card battles. Each time you are victorious in a card battle, you'll win a new booster pack of cards. You can also collect new cards either by linking your game with a friend's to trade cards or by entering a special password from the Yu-Gi-Oh! Trading Cards into your game.

Link and Trade Cards



So, your friend found a rare card that you're dying to get your hands on. If you've got a card that your friend wants, you can work out a fair trade—the trade itself is the easy part! Link two GBAs with the appropriate cable and select the card you want to trade from your trunk. Select "Decide," then "Trade it now"—you'll be in business.

Use Special Passwords



You can gather additional cards by entering the 8-digit password printed in the bottom-left corner of Yu-Gi-Oh! Trading Card Game official game cards. You can use each password once in your game to get a card. Select "Password" and enter the numbers. Select "Get Card" to make the card appear in your trunk.

Know Your Cards

The keys to becoming an unbeatable duelist are simple—understand every card in your deck and create a balanced deck that contains a variety of cards. Each monster-card type has strengths and weaknesses. Experiment to find the deck design that works best for you. Always keep a good Side Deck built for Duel Tournaments—they can make or break a match!

Normal Monster Cards



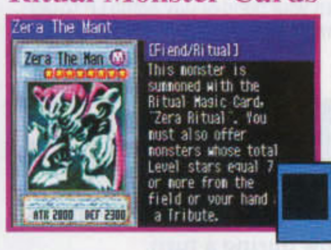
Normal Monsters are the basic foundation of card battles. You can summon one Normal Monster during the Main Phase each turn. To summon a Normal Monster that is level five or higher, you must offer one or two lower-level Normal Monsters as tributes. Keep more level-four Normal Monsters in your deck than level-five or higher ones.

Fusion Monster Cards



Fusion Monster Cards are some of the most powerful monster cards, and they make up your Fusion Deck during a duel. To summon a Fusion Monster, you must have the appropriate Fusion Material Monsters in your hand and the Polymerization Magic Card. Once a Fusion Monster Card is summoned, you play it the same way as you would a Normal Monster Card.

Ritual Monster Cards



Ritual Monsters are very powerful and have special summoning conditions. To summon a Ritual Monster, you must have the Ritual Monster Card and its corresponding Ritual Magic Card in your hand. You also need enough Normal Monsters in your hand to meet the Ritual Monster Card's summoning-tribute requirement.

Effect Monster Cards



You summon Effect Monsters and play their cards the same way you do Normal Monsters and their cards, but Effect Monsters have special effects—Flip, Continuous, Cost, Trigger and Multi-Trigger—that vary greatly from card to card. The cards explain the effects' results.

Magic Cards



Magic Cards can do many things—from crippling your opponent's monsters to replenishing your own LP (Life Points). You can play Magic Cards only during your turn's Main Phase (Quick-Play Magic Cards are an exception). The six Magic Card types are Normal, Equip, Field, Quick-Play, Polymerization and Ritual.

Trap Cards



Trap Cards summon a trap that strikes or counters your opponent. You can play a Trap Card on your field any time after the beginning of your opponent's next turn. There are two Trap Card types: Normal Traps and Counter Traps. Trap Cards are destroyed after they are used unless they have a Continuous Effect icon on them.

Magic & Trap Card Effect Identifiers



Tokens

Tokens may appear in the field's Monster Card Zone as a direct result of an Effect Monster or Magic Card effect. You can set an Attack or Defense position for tokens. Players can attack tokens and destroy them, after which they disappear. You cannot use tokens as tributes for summoning monsters.

Stack Your Deck

As you battle more duelists, you'll collect more and more cards. Update your deck each time you get new cards. You must have a minimum of 40 cards in your deck (excluding Fusion Cards), and you can have a maximum of 60 cards. Having more cards is not always better—the more cards in your deck, the worse the odds are for drawing one specific card. Balance is the key.

Collect Level-Four Monsters





Focus on filling your deck with monsters of levels one through four when you begin your duelist career. Level-four monsters are the best choice because they are the strongest ones that do not require a tribute to summon. As you collect new monster cards, check their Defense and Attack to maximize your deck's power. Move weaker cards to your trunk as you acquire more powerful level-four Monster Cards.

Level-Six Tributes



After you've filled your deck with strong level-four monsters, start focusing on balancing your deck with a few level-five and level-six monsters. Integrate only the strongest ones into your deck.

Maintain Your Deck





The changes you make to your deck are up to you—keep your deck well-balanced, though, or you'll end up on a losing streak. Make up the bulk of your deck with your strongest level-four monsters, a handful of level-five and -six monsters and a few formidable level-seven or -eight ones. Don't keep unnecessary cards in your deck—refresh your deck often.

Special Summons



When you have Special Summon Monsters (Ritual Monster and Fusion Monster Cards) in your deck, be sure to place in your deck the Magic Card required to perform the summon.

Instant Victory

There are two situations in which a duelist may instantly win a duel. If a duelist holds all five of the Exodia-series cards in his or her hand, the duelist will be declared the winner. Likewise, a duelist will be declared the winner if he or she has the Destiny Board and all four Spirit Messages in his or her field.

Keeping one of the special card series in your deck weakens your deck slightly—each card has a very low Attack and Defense on its own.

Magic Cards



Magic Cards are extremely useful, but having too many can be crippling. Read the descriptions on each Magic Card and choose which ones to place in your deck. Magic Cards that destroy or handicap your opponent's monsters, boost your monsters or replenish your LP are always safe choices.

Effect Cards



Effect Monster Cards aren't the only cards that have an effect. Many Magic and Trap cards also have effects tied to them—you trigger the effects by activating a card. (See page 125 for a list of the Magic and Trap Card effects.) You will sometimes have to discard from your hand or pay some LP to perform an effect.

Duel-Phase Flow

Card duels proceed through six phases, which make up one turn. Each phase has its own rules, and the phases and phase rules are the same for single duels as for tournament duels. The chart below offers a brief description of what you can do in each duel phase and how the phases flow during a turn.

Draw Phase	Standby	Main Phase 1	Battle Phase	Main Phase 2	End Phase
Press R to draw one card from the top of the Main Deck and add it to your hand.	Follow any on-screen instruction for Magic Cards or cards with effects that were activated on the field.	Set or play Monster, Magic and Trap Cards on the field. Set Monster Cards to Defense or Attack.	Attack your opponent with any face-up Monster Cards that you have placed in Attack position.	Set and play Magic and Trap Cards. Summon a monster if none were summoned during Main Phase 1.	Announce the end of your turn and discard from your hand if you hold more than six cards.

IF BATTLE PHASE IS SKIPPED

Rules of the Game

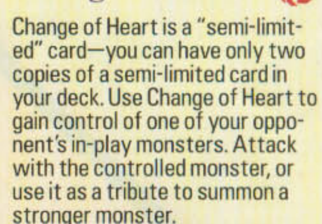
The Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel rules are identical to the official Yu-Gi-Oh! Trading Card Game rules. Each player takes a turn and follows each phase of his or her turn. Within the Battle Phase, there are battle rules that influence attack, defense and damage inflicted.



When Your Opponent's Monster Is in Attack Position	When Your Opponent's Monster Is in Defense Position
Your ATK Points > Opponent's ATK Points When your monster's ATK points are greater than those of your opponent's monster, your attack will destroy your opponent's monster. The difference in ATK points is subtracted from your opponent's Life Points.	**Your ATK Points > Opponent's DEF Points** When your monster's ATK points are greater than the DEF points of your opponent's monster, your attack will destroy your opponent's monster. There is no change to either duelist's Life Points.
Your ATK Points = Opponent's ATK Points When your monster's ATK points equal those of your opponent's monster, both monsters will be destroyed. Since there is no difference in ATK points, your opponent's Life Points remain the same.	**Your ATK Points = Opponent's DEF Points** When your ATK points are equal to the DEF points of your opponent's monster, your attack will be nullified and neither monster will take damage. There is no change to either duelist's Life Points.
Your ATK Points < Opponent's ATK Points When your monster's ATK points are less than those of your opponent's monster, your monster will be destroyed. The difference in ATK points is subtracted from your Life Points.	**Your ATK Points < Opponent's DEF Points** When your ATK points are less than the DEF points of your opponent's monster, neither monster will take damage. The difference between your monster's ATK and your opponent's monster's DEF is subtracted from your Life Points.

When Your Opponent Has No Monsters

When you defeat every opposing monster on the field, you can attack your opponent directly with your monsters. Each duelist has 8,000 LP at the beginning of a duel. When a duelist's LP reaches zero, the opposing duelist wins.



Change of Heart

Change of Heart is a "semi-limited" card—you can have only two copies of a semi-limited card in your deck. Use Change of Heart to gain control of one of your opponent's in-play monsters. Attack with the controlled monster, or use it as a tribute to summon a stronger monster.



Chains

A chain occurs when duelists play two or more Magic or Trap Cards off each other in succession. Special rules apply when a chain is activated. When both duelists are unable to add cards to the chain, the cards' effects play out beginning with the last card played.

Cards are stacked in the order effects are activated ▶

Chain 1	Chain 2	Chain 3	Chain 4
The effect from the initially played Magic, Normal Trap or Effect Monster is triggered.	The opposing duelist activates a Quick-Play Magic or Trap Card to counter Chain 1.	A Counter Trap Card is played to counter Chain 2.	A Counter Trap Card is played to counter Chain 3.

◀ Cards are processed beginning with latest effect

Your Destiny Lies in the Cards

More duelists are flocking to Battle City. Keep an eye out for special events in Battle City, such as the delivery of the *Duelist Weekly* on Mondays and the Target Week competition. With the right deck and a little patience, you can become the next Duel King!

LOOK WHAT'S MAKING A SPLASH THIS MONTH!



TITLE WAVE

- DAKAR 2
- SUPERMAN: SHADOW OF APOKOLIPS
- TRANSWORLD SURF: NEXT WAVE
- TUBE SLIDER
- CROUCHING TIGER, HIDDEN DRAGON
- THE MUPPETS: ON WITH THE SHOW
- NINJA FIVE-O
- SUPERMAN: COUNTDOWN TO APOKOLIPS
- X2: WOLVERINE'S REVENGE



DAKAR 2

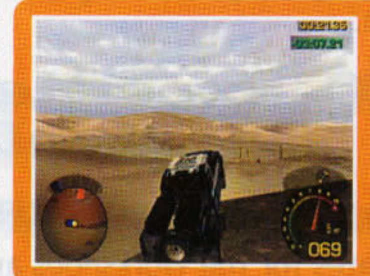






EVERYONE E CONTENT RATED BY ESRB

The twelve-leg rally between Paris and Dakar is a dirt-and-gravel journey into western Africa. Only the most determined car, bike and truck drivers will reach the final finish line. Join the race in Acclaim's Dakar 2 and begin a steady campaign to reach the front of the pack.



POWER PLAY

Manual transmission gives you more control over your speed and handling than an automatic transmission does. Get used to the steering controls with the automatic transmission, then switch to manual when you're ready to make a serious run for the top spot.



Use a Nintendo GameCube Game Boy Advance Cable to connect a GBA to your GCN's fourth Controller port and take part in a series of minigame races. As you advance through Campaign mode, you'll unlock more tracks.



You'll start with your choice of three cars and unlock five more as you progress. Cars are a good choice for the beginner—they're easy to handle. When you have more experience, experiment with other vehicle types.



Bikes are light, fast and small. You can pass cars easily in narrow sections, but you risk the possibility of a damaging crash. You'll have your choice of three bikes at the beginning and unlock three more over the course of the Campaign.



Much of a truck's weight is distributed toward the top, making it easy to topple in turns. The only advantage to driving a truck is that it gives you the ability to block other vehicles. You'll start with two trucks and unlock two more.



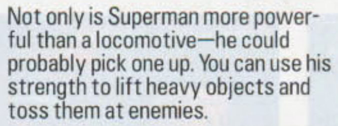
SUPERMAN: SHADOW OF APOKOLIPS



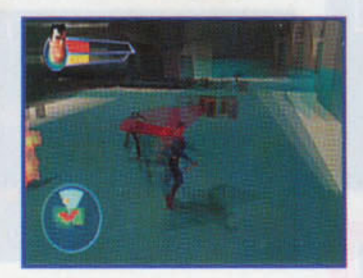


EVERYONE E CONTENT RATED BY ESRB — Violence

The Man of Steel flies through 14 levels of cel-shaded action in Atari's heroic action-adventure based on *Superman: The Animated Series*. He's fast, he's powerful and he's ready to take on an army of Inter-Bots to get to archvillain Lex Luthor. Up, up and away!



Not only is Superman more powerful than a locomotive—he could probably pick one up. You can use his strength to lift heavy objects and toss them at enemies.



When enemies gang up on you in ground battles, press A and B simultaneously to make Superman spin and hit all targets within his reach.



When fires flare up, you can put them out with Super Breath. You can also use Superman's strong lungs to push enemies out of the way.



POWER PLAY

Press A and B simultaneously when you're about to touch down for a battle. You'll shake the ground with a hard landing and knock the enemies off their feet.

At the beginning of the Flood Damage level, you'll have to find nine citizens and carry them to safety. You'll discover some of them near fires that you can extinguish and others in storage areas. Punch through the storage-area doors or fly through them at super speed.



TRANSWORLD SURF: NEXT WAVE







TEEN T CONTENT RATED BY ESRB — Mild Violence, Strong Lyrics, Suggestive Themes

Tim Curran, Cory Lopez, Chris Ward and 10 more pro surfers brave the waves and go for big tricks in Atari's TransWorld Surf. By staying afloat and completing objectives, you can tour the world's wildest surf spots and unlock secret characters.



POWER PLAY

Press Y to call a reef girl for a ride to your choice of waves. If you're looking for a smooth ride, select a normal wave. If you're ready for a bigger wall and a more dangerous barrel, select a hazardous wave.



You are more exposed to natural hazards in surfing than in most sports. TransWorld Surf's 11 environments are replete with sharks and reefs. Watch for obstacles and steer clear of them.



You can relive every run with instant replays. Press Left and Right on the Control Pad to switch between five cool camera angles, and press the Y Button or Up on the Control Pad to freeze the frame.



Ride up to the crest of the wave, then press and hold Y to perform the surfing equivalent of a skateboarding grind. You'll earn big points if you keep your balance.

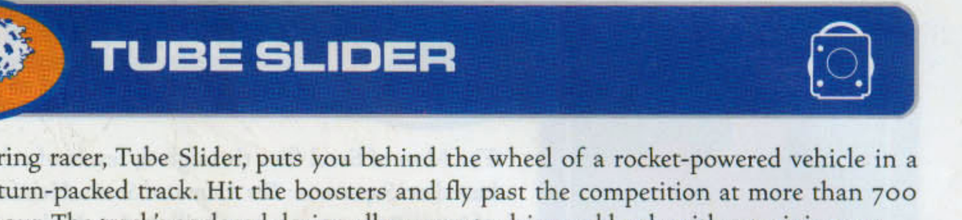


By completing Pro Tour goals, you can unlock new surf spots and cheat codes. Keep surfing and remember to pose for the photographers.









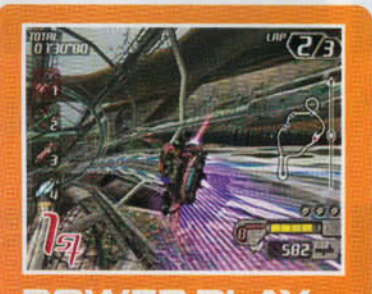
TUBE SLIDER

NEC's soaring racer, Tube Slider, puts you behind the wheel of a rocket-powered vehicle in a twist-and-turn-packed track. Hit the boosters and fly past the competition at more than 700 miles per hour. The track's enclosed design allows you to drive recklessly without wiping out.





When you get close to a competing vehicle, you can lock on to it and sap its energy. After your turbo power is topped out, hit the boost and don't look back. If you lag, your competitor could pull the same move on you.



POWER PLAY

Press the L and R Buttons to engage the side boosters for tight turn control. Use the boost in combination with the Control Stick to execute slide turns and drift turns.



The game's eight racing vehicles are loaded with power. They vary in five performance categories. Select the vehicle that works best with your driving style.



If you come out ahead of the competition in the first three-race circuit, you'll earn a gold emblem and unlock the next circuit. There are three circuits in all.



One or two players can compete in Grand Prix mode, and up to four players can compete in Versus mode. Computer-controlled competition is tough, but real players are tougher.





Mild Violence





CROUCHING TIGER, HIDDEN DRAGON

Join the epic struggle for the Green Destiny in Ubi Soft's GBA adaptation of the martial arts movie that brought new life to the genre. As young thief Jen Yu, you must survive more than a dozen intense side-scrolling levels on your way to a final fight with master Li Mu Bai.



The game covers all of the film's major battles, including the fight in the bamboo trees. Search the area for jade lions. For every 10 lions that you collect, you'll gain an extra life.



To scale vertical passages, jump up, press A to grab the wall, then jump up to the opposite wall. Continue the process until you reach the top.



Stand next to the wall and jump as Yu Shu Lien charges. When she hits the wall, you'll be able to hit her at close range, gaining Chi with every swipe of your sword.



POWER PLAY

When your Chi meter is full, press the R Button in combination with directions on the Control Pad to release an attack that will damage all enemies within your reach.



As you chase Lo across the Great Desert on horseback, jump or crouch to avoid his arrows and counter with your own projectiles or your sword. When you overtake him, run ahead to find more projectiles, then fall back and position yourself behind Lo for another attack.





Comic Mischief





THE MUPPETS: ON WITH THE SHOW

The Muppet show is on the air and on the GBA in TDK's The Muppets: On with the Show. The collection of eight minigames challenges you to help Kermit and company get through the show in one piece. It's fun, amusing and perfect for young players.



Kermit's Banjo Bayou Serenade is in danger of ending on a sour note. Avoid floating Muppets and grab power-ups that allow you to pull off debris-sinking spin moves.



Rizzo and Rat are causing a commotion in the Swedish Chef's kitchen. Keep the rodents away from the chef's ingredients and remember to duck when the chickens toss eggs.

POWER PLAY

Jurassic Pork has stomped into the castle skit and captured Kermit. Miss Piggy must save the day. When the beast tosses objects at Piggy, send them back with a swing.



Beaker has dumped odd objects onto the maxi mixer's conveyor. Help the bumbling lab assistant sort out the junk from the chemical flasks before everything goes into the hopper.



The Great Gonzo is a tricycle daredevil. Steer him into target hay bales, balloons and wrenches, but avoid everything else. Your run will be a success if you hit 15 targets.

Musical guest Electric Mayhem finishes the show with a ruckus. To help Animal keep time with the rest of the group, press the A, B, L and R Buttons when prompted.





Violence





NINJA FIVE-O

Detective Joe Osugi is Konami's Ninja Five-o. Guide the crime fighter through 20 tough missions in six environments and master the ninja arts. Using your grappling hook, you can swing over wide gaps, climb to dizzying heights and chase the bad guys until they give up.



Press the R Button to let loose a powerful close-range sword attack. You'll eliminate most foes in a single swipe and break open boxes that contain power-ups and keys.



Press the B Button to throw projectile weapons and clear away enemies from a distance. You'll need every advantage that you can get in levels that are crawling with perps.



Press Down while running to slide through narrow passages and take your enemies by surprise. Crouch behind an obstacle until the coast is clear, then stand and deliver.



POWER PLAY

The grappling hook is your secret weapon. Use it to swing to high places, or hang from the ceiling and pick off enemies with your projectile weapon.

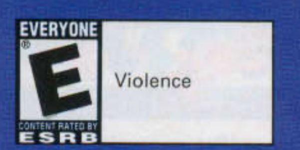


Lightning bolt power-ups add power to your projectile attacks. The lowest attack level allows you to toss a ninja star. The midlevel attack gives you the ability to release a group of three fireballs. When you reach the highest level, you'll be able to conjure a powerful energy blast.





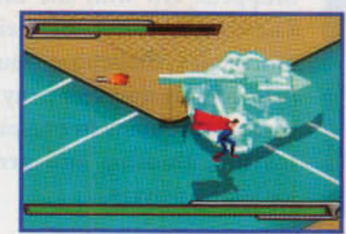
SUPERMAN: COUNTDOWN TO APOKOLIPS



When a crime spree hits Metropolis, only Superman can put an end to it. Take off for Atari's eight-level isometric-view Superman adventure and help the Man of Steel save the city from the merciless Intergang.



You can hit foes with a normal punch or an ultra-powerful swing. It takes a few seconds to pull off the big blow, but the results are worth the wait.



When the enemy tank rolls into the city, hold R and press B to freeze it with Super Breath. Then pick it up and toss it to cause a ton of damage.



If you're tired of punching enemies or frying them with Heat Vision, you can put them out of commission by tossing large objects—such as cars—at them.



POWER PLAY

At the end of the Federal Train level, blast Mannheim's proximity mines then fix your Heat Vision on the Intergang leader. He'll stop in his tracks and take a beating, then make his escape.





Superman is faster than a speeding bullet. Hold L to make him hover and hold R to give him super speed, then steer him around Metropolis by using the Control Pad. Don't worry—you won't incur any damage if you run into a building!







X2: WOLVERINE'S REVENGE



Break into a Berserker Rage and learn about the origins of one of the most popular and powerful X-Men in X2: Wolverine's Revenge from Activision. Professor X's psychic projections will offer you advice as you guide Wolverine through eight challenging missions.





You can do a lot of damage by unsheathing your claws. Every sharp swipe builds your Rage Meter. When the meter tops out, you'll go into a Berserker Rage and pull off even more-powerful attacks. If you need more health, retract your claws and let the Healing Factor take effect.



POWER PLAY

In addition to the game's missions, you can enter eight Danger Rooms. Practice your fighting techniques by taking on a wave of virtual enemies. A good performance will earn you a Continue.



After you earn the Wall Cling power-up, you'll be able to climb walls with your claws extended. Get a grip and explore the game's long vertical passages.



Wolverine is a force to be reckoned with, whether his claws are extended or not. You can pull off several fighting combos by mixing jumps and attacks. Keep swiping.



You'll have to chase Sabretooth on more than one occasion. Stay behind him so he doesn't detect you, but remain close enough to keep him from getting away.

ARENA

ARE YOU GAME?

CHALLENGE

We know you've all been busy playing The Wind Waker, so it's time to put those Zelda skills to good use. Go to the Flight Control Platform and participate in the flying contest. When you've glided as far as you can, use a camera to take a photograph of your best score, then send it to us at the address below.

THE LEGEND OF ZELDA: THE WIND WAKER

LEAF ME BE!



GLIDE FOR GLORY



We're looking for the gamer who can fly the farthest before crashing into the water—wait for the Rito to call out your time before you take a picture. You should find the Great Fairy who doubles your magic meter before you attempt the flight.



CAUTION: TWISTED CHALLENGES AHEAD

- Get through a level in Phantasy Star Online Episode I & II without a weapon, frame, shield, MAG or healing item.
- – MARCO SCHIRRIPA NEW YORK

Complete The Legend of Zelda: Ocarina of Time Master Quest without using the L-Targeting feature.

– NATHAN MARCINEK PENNSYLVANIA

NP SCOREBOARD

STAR FOX ADVENTURES: BEST FLYING SCORE (VOLUME 165)

Jair Maya, California	2,005
Pokémaniac Draslushee, South Carolina	1,940
Baxter Linn, Connecticut	1,605
Steve Guilfoile, Minnesota	1,500
Hannah Azok, Ohio	1,445

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before June 4, 2003.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDOPOWER.COM

NINTENDO POWER ARENA V.168
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v168" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.168 P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 6/4/03. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 07/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 07/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 07/15/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.



IKARUGA

Atari's Ikaruga gives the space-shooter genre a blast of energy.

Space Invaders, Galaga and dozens of other 2-D space-shooters defined an arcade- and console-gaming genre. Ikaruga ups the ante with amazing visuals, innovative game play and incredible action that will have you hooked from the first wave of enemies. It is the space-shooter as a work of art.

Beautifully rendered spaceships of two polarities—black and white—form patterns on the vertically letterboxed screen. You must navigate through the oncoming barrage by blasting everything in sight, absorbing energy from shots that match your ship's polarity and avoiding shots of the opposite polarity. As you fly and fire, you can switch your ship's polarity to adapt to the situation. When the action gets really intense, you can use your stored energy to fire huge blasts that spread across the entire screen.

Multiplayer action allows two participants to cooperate on the same playing field. A practice option gives you the chance to learn the enemy patterns of each level in slow motion. In Challenge mode, you can use a password to compare your best score with scores on the game's website.





COMMENTS: Steven—Polarity design blasts this 2-D shooter off the beaten path and into the stratosphere. Bow down to the new standard. Steve—Quite possibly the greatest entry in one of gaming's oldest genres, Ikaruga is brilliantly innovative, visually stunning and one heck of a challenge. Alan—It's a sign of how good this game is that I'm giving it four stars, because it's shorter than Herve Villechaize. I love everything about this game—I just want more of it. George—Five stars! Ikaruga is the pinnacle of space-shooter action. The replay value is in perfecting your play and getting high scores.

NINTENDO GAMECUBE
"Our frothing demand for this game increases." –IGN.com
斑鳩 IKARUGA
ATARI

- Atari 4
- 1 to 2 players simultaneously

ALAN	★★★★
CHRIS	★★★½
GEORGE	★★★★★
STEVE	★★★★★
STEVEN	★★★★★

EVERYONE E — Violence
CONTENT RATED BY ESRB



RED FACTION II

Destruction is key in THQ's explosive war experience.

The focus is on causing environment-molding explosions in Red Faction II, a futuristic FPS with revolution and war themes at its core. As the leader of a rebel unit, you must fight the forces of mighty Chancellor Sopot deep behind enemy lines. You'll use 14 types of weapons—from several varieties of machine guns to a grenade launcher—to blast your way to victory.

Developed by Volition and ported to the Nintendo GameCube by Cranky Pants, the game makes good use of Volition's Geo-Mod graphic display engine to show the explosive effects of powerful weapons on the landscape. If you have to get to the other side of a wall in Red Faction II, you can look for a route around the wall or blow open a hole big enough to walk through.

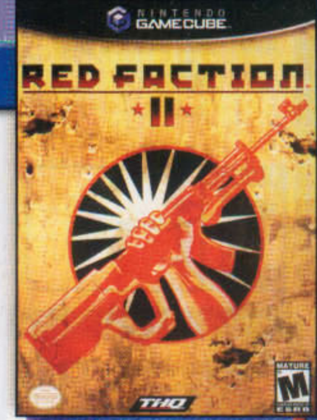
Although most of the game's 11 missions have you navigating hostile areas on foot, you'll also ride in four vehicles—a tank and a helicopter among them—and blast enemies while you're on the go in rail-shooter-style levels.

The graphics are clear and colorful, and the play control is tight and intuitive. The gun triggers are mapped to the L and R Buttons, so you can carry two weapons and fire them individually.





COMMENTS: Steve—A strong assortment of weapons complements the immensely satisfying Geo-Mod engine, which allows you to destroy almost any part of the game's environments. Some great vehicular sequences prevent the action from becoming monotonous, and the numerous secondary objectives provide replay value. George—There is something very satisfying about blowing through obstacles, rather then looking for keys that fit into locks. Steven—Lock-and-load game play has never been this gripping. The game gets bonus points for corny dialogue and a turbo-testosterone plot.





- THQ 7
- 1 to 4 players simultaneously

ALAN	★★★★½
CHRIS	★★★★
GEORGE	★★★★
STEVE	★★★★
STEVEN	★★★★½

MATURE M — Blood and Gore, Violence
CONTENT RATED BY ESRB

JAMES BOND 007: NIGHTFIRE

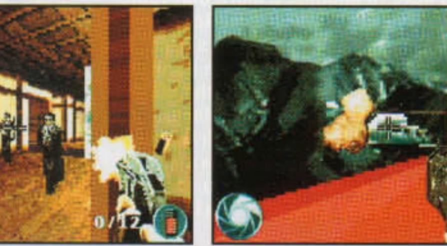
Combining fast action and stealth, Bond's GBA debut is an FPS thriller.

The most exciting FPS yet for the Game Boy Advance follows the same story as EA's NightFire for the GCN but has simplified objectives and no driving sequences. As you guide James Bond through a story of international intrigue and weapon smuggling that plays out over nine long missions, you must sneak past security, blast baddies while you're on the run and find your way out of situations in which you are outnumbered but well-equipped.

Since Bond can do so many things—run, shoot, grapple and strafe—the control scheme is somewhat complex. Many activities, such as jumping, switching weapons and aiming up and down, require button combinations that could have first-time players fumbling while standing in the line of fire.

The game's fast frame rate allows for smooth movement and nonstop action. Although the graphics are slightly pixelated in close-up views, the overall look of the game is detailed and sophisticated.







COMMENTS: George—Even though the controls take some getting used to, NightFire is very fun and full of tense action. Since the missions have no checkpoints, they can be quite challenging. You must survive the entire level or start over from the beginning. Steven—Love the gadgets in this ambitious 3-D FPS, but NightFire's overly treacherous game play could use a few checkpoints. Chris—The imbalance between the speed and the movement of Bond versus his enemies seems like something that could have been worked out, as well the clumsy controls for looking around. Alan—NightFire has flaws, including inaccurate controls, blocky graphics and a tendency to use the same three voice samples over and over again. All that aside, it's actually kind of fun.



- EA/64 Megabits
- 1 player

ALAN	★★★½
CHRIS	★★½
GEORGE	★★★½
SCOTT	★★★★
STEVEN	★★★★

TEEN T — Mild Violence, Suggestive Themes
CONTENT RATED BY ESRB

ARMY MEN: SARGE'S WAR
- 3DO 3
- 1 to 4 players simultaneously



Violence



The battle between the Green and Tan armies spreads to GCN-exclusive third-person shooter Army Men: Sarge's War. As the leader of the Green army's Bravo company, you must fight through a Tan onslaught and take on a new menace. The backgrounds are beautifully rendered and the action runs nonstop. The camera doesn't rotate when you make quick direction changes, but you can move it to a position behind your character with a button press.

ALAN
CHRIS
GEORGE
SCOTT
STEVE



DAKAR 2
- Acclaim 7
- 1 to 2 players simultaneously
- GBA connectivity





Realistic racing on 12 European and African tracks takes you from Paris to Dakar in the driving rain and blazing sun. Choose from 18 vehicles—cars, trucks and motorcycles—and take off for a highly competitive off-road rally. Play control is very responsive, but unforgiving. You must use your brakes on tight turns, or you'll wipe out. GCN-GBA connectivity unlocks a dozen minigame races on your GBA, no GBA Game Pak required.

ALAN
CHRIS
GEORGE
STEVE
STEVEN



SUPERMAN: SHADOW OF APOKOLIPS
- Atari 4
- 1 player



Violence



Lex Luthor's army of Inter-Bots threatens Metropolis in a soaring cel-shaded adventure based on *Superman: The Animated Series*. Featuring cartoon-quality cinematics and 14 levels, the game gives you a good idea what it would be like to be Superman—flying, fighting, picking up buses and blowing out fires with Super Breath. The controls are touchy and the environments seem small when Superman is flying, but the overall experience is tons of fun.

ALAN
CHRIS
GEORGE
STEVE
STEVEN



TRANSWORLD SURF: NEXT WAVE
- Atari 8
- 1 to 4 players simultaneously



Mild Violence
Strong Lyrics
Suggestive Themes



More gamelike in its execution than Kelly Slater's Pro Surfer, TransWorld Surf challenges you to perform high-scoring tricks, build your Karma Meter to earn a smoother ride and unlock 13 hidden characters to go with the game's 13 pros. The graphic style is similar to that of KSPS, and the control is solid. New offerings for the GCN version include the Antarctica level and the Pro Surfer Shop, where you can customize characters.

ALAN
CHRIS
GEORGE
STEVE
STEVEN



TUBE SLIDER
- NEC 22
- 1 to 4 players simultaneously





Eight futuristic vehicles compete on 10 twisted tracks in NEC's sci-fi racer. The game's chrome-and-glass graphics and techno soundtrack set a cool mood, and the controls, while somewhat loose, offer you several ways to turn and boost. You can lock on to competing cars and absorb their energy to earn a burst of speed. Since the races take place inside tubes, sharp curves do not pose a sense of danger, which takes some excitement out of the race.

ALAN
CHRIS
GEORGE
STEVE
STEVEN



ALL-STAR BASEBALL 2004
- Acclaim 240
- 1 to 4 players simultaneously





It's hard to imagine a more enjoyable baseball experience than Acclaim's 2004 update to its All-Star series. The graphics are realistic and the control is strong, but what puts the game into the must-have list are the features—historic players, such as Babe Ruth, Satchel Paige and Josh Gibson, Pick-Up Game mode (MLB players in a city park) and Scenario mode, which allows you to change moments from the 2002 season. It's a home run!

ALAN
CHRIS
GEORGE
SCOTT
STEVE



ATV: QUAD POWER RACING 2
- Acclaim 9
- 1 to 2 players simultaneously



Mild Lyrics
Mild Violence



Cutthroat tactics and big air tricks make ATV: Quad Power Racing 2 more than just a racing game on ATVs. It's a high-revving, feature-packed blast. You can participate in stadium challenges (ground and tower) and race on 15 large tracks in a field of 20 racers. You can perform wheelies, bicycles and a variety of midair moves. Although the game doesn't have the intangibles that put Freekstyle over the edge, it's still a wild ride.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN



BACKYARD BASEBALL
- Infogrames 6
- 1 to 2 players simultaneously





Developed by Humongous Entertainment and published by Infogrames, Backyard Baseball stars young versions of 10 Major League players including Randy Johnson and Alex Rodriguez, and rounds out the field with equally talented boys and girls. The graphics have a fun, cartoonish quality, and the between-innings antics are often funny. The game's intuitive control makes it easy to pick up and play for gamers of any age or skill level.

ALAN
CHRIS
GEORGE
SCOTT
STEVE



DROME RACERS
- EA 4
- 1 to 4 players simultaneously



Violence



Fast cars race on short tracks over city streets and mountainous terrain in EA's Drome Racers. Featuring 18 vehicles from Lego's latest Drome Racers line, the game is a real racing rush. The third-person camera stays low to the ground and close to your vehicle to ensure that you'll experience intense speed. You can collect shields, weapons and special abilities midrace and earn credits with victories to upgrade or build your vehicles.

ALAN
CHRIS
GEORGE
STEVE
STEVEN



MLB SLUGFEST 20-04
- Midway 2
- 1 to 2 players simultaneously



Comic Mischief
Violence



Midway's explosive baseball series enters its second season on the GCN with updated rosters and the new Create-a-Team option. The game's solid play control, over-the-top graphics and zany humor give it the same look and feel as the 20-03 edition. If you're looking for a realistic baseball sim with exacting attention to the abilities of MLB players, you won't find it here—but you will find a fun and fast-paced baseball experience.

ALAN
CHRIS
GEORGE
SCOTT
STEVE



RALLY CHAMPIONSHIP
- Conspiracy Entertainment 6
- 1 to 4 players simultaneously





Up to four players can compete in Conspiracy Entertainment's Rally Championship, but single-player races are strictly against the clock—no computer-controlled cars take to the track. The game's 24 cars are split into four classes. The cars vary in size and power, but they're all fairly fast and light. Controls are responsive but touchy. One split-second mistake could send a vehicle into a run-destroying, out-of-control spin.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN



VEXX
- Acclaim 2
- 1 player



Violence

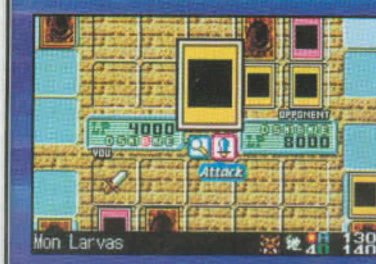


Don't let the comical look of the main character and the cartoonish 3-D graphics fool you. Acclaim's Vexx tells a serious story of revenge and combat against evil beings. The camera control works great and the play-control scheme is well-designed. The character can pull off tons of moves—ground pound, flare kick, charged punch—and traverse the environment in interesting ways—climb, swim and jump long distances.

ALAN
CHRIS
GEORGE
STEVE
STEVEN

YU-GI-OH! WORLDWIDE EDITION: STAIRWAY TO THE DESTINED DUEL
- Konami/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link


Mild Violence

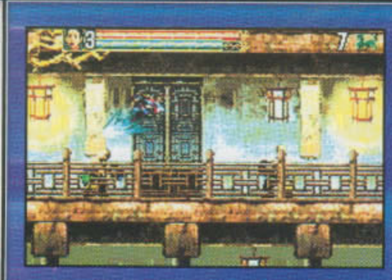


The new edition of Konami's incredibly successful adaptation of the Yu-Gi-Oh! trading card game includes cards from more than 20 kinds of booster packs and offers you the ability to choose your own duels in crowded Battle City. Dueling mechanics are identical to those of Yu-Gi-Oh!: The Eternal Duelist Soul. The trading card game rules could be confusing for a Yu-Gi-Oh! novice, but the basic play control is intuitive.



CROUCHING TIGER, HIDDEN DRAGON
- Ubi Soft/64 Megabits
- 1 player


Mild Violence



The first game adaptation of *Crouching Tiger, Hidden Dragon* hits the GBA with fast action and a classic story. You play as the Jade Fox, a quick-witted thief and the new owner of a legendary sword. By defeating enemies, you can fill your body with Chi and perform a large collection of unbelievable high-flying moves. Although the characters are small, the graphics are clear and detailed and the game play is fast and fun.



NINJA FIVE-O
- Konami/32 Megabits
- 1 player


Violence

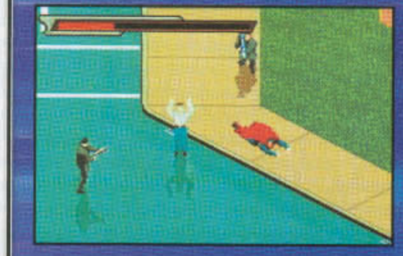


The characters are small, but the action is big in Konami's incredibly fun crime-fighting side-scroller. As Detective Joe Osugi, you must battle bad guys and rescue hostages through 20 missions in six environments. Your arsenal is packed with ninja swords, shuriken and a grappling hook that allows you to swing across wide gaps and reach high places. The control is very tight, and the moves are plentiful.



SUPERMAN: COUNTDOWN TO APOKOLIPS
- Atari/64 Megabits
- 1 player


Violence

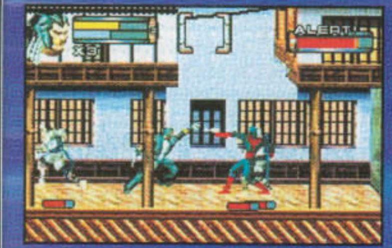


Explore the streets of Metropolis over eight action-packed levels in an all-new Superman adventure. Use the Man of Steel's Super Breath, Heat Vision and amazing strength to battle an army of thugs as you fight to save Lois Lane. The graphic style mirrors that of *Superman: The Animated Series*, and the character movement is much less restrictive than the movement in most isometric-view games.



X2: WOLVERINE'S REVENGE
- Activision/64 Megabits
- 1 player


Violence



Unsheathe your claws and tear through eight levels of fast-paced action in Wolverine's first GBA adventure. As you shred baddies, your rage level increases until you achieve Berserker Rage and reach a new level of fighting power. The game mixes fighting with a variety of other activities including exploration, enemy pursuit and practicing stealth in heavily guarded areas.



DISNEY SPORTS SNOWBOARDING
- Konami/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link





The Disney gang outdoes Eddie, Elise and company in a snow-thrashing exercise that is faster and more thrilling than SSX Tricky's GBA adaptation. Steering controls are mapped to the L and R Buttons for a more realistic lean-into-the-turn experience and more trick control with the Control Pad. Victories earn you boards, which you can transfer to the GCN version using the appropriate cable.



LUFIA: THE RUINS OF LORE
- Atlus/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link


Mild Violence
Use of Alcohol



Atlus brings Taito's Lufia series to the GBA in a new RPG with a monster-capturing and -trading theme. You can choose from 11 character classes—martial artist, thief, spellcaster, etc.—and mold your fighter by accepting apprenticeships. Your monsters can transform into more-powerful creatures and fuse with other monsters to become even stronger. Up to four players can play cooperative linked adventures.



SEGA ARCADE GALLERY
- THQ/64 Megabits
- 1 player


Violence



Four classics that focus on speed and power make Sega Arcade Gallery a must-have for fans of early-'90s arcade action. Out-Run and Super Hang On are fun racers, even without their dedicated cabinets. After Burner and Space Harrier are flying fighters that always attracted a crowd in the arcades. Although the games have not been graphically updated, they still look great and play smoothly.



TOM AND JERRY IN INFURNAL ESCAPE
- NewKidCo/32 Megabits
- 1 player


Comic Mischief
Mild Violence



Mischievous cat Tom has used all nine of his lives, and he must fight to recover them over the course of 15 platform-action levels in four environments. The game is packed with items and traps, and the large levels sprawl in all directions. The graphics are colorful and in keeping with the look of the classic *Tom and Jerry* cartoons, but some of the character animations are exceedingly slow, resulting in awkward, nonresponsive control.



KEY

 GCN  GBA  GBC  NUMBER OF MEMORY CARD BLOCKS REQUIRED 

 ADVENTURE  ARCADE  FIGHTING  PLATFORM  PUZZLE  RPG  RACING  SHOOTER  SPORTS  STRATEGY   

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN: · CHRIS: · GEORGE: · JESSICA: · SCOTT: · STEVE: · STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

 Early Childhood
 Everyone
 Teen (13+)
 Mature (17+)
 Adult (18+)
 Rating Pending

To contact the ESRB, call 1-800-771-3772.

NP 411

The Article of Tomorrow . . . Today!

NINTENDO POWER SOURCE

Your NSIDER power source to everything Nintendo.

www.nintendo.com

GENERAL QUESTIONS?

Try www.nintendo.com
or e-mail us at:
nintendo@noa.nintendo.com

SYSTEM SETUP, TROUBLESHOOTING AND REPAIR

www.nintendo.com/consumer/index.html

TALK TO A GAME COUNSELOR

For Help Playing Any Nintendo Game

1-800-521-0900

Available in the U.S. and Canada
$1.50 per minute (in U.S. funds)
Please have VISA or MasterCard Ready

(1-425-883-9714 TDD)

6 a.m.-9 p.m. Pacific time, Monday-Saturday, 6 a.m.-7 p.m. Sunday. Callers under age 18 need to obtain parental permission to call.

NINTENDO POWER SUBSCRIPTIONS, RENEWALS, BACK ISSUES, PLAYER'S GUIDES AND MORE

www.nintendo.com/consumer/magazine/index.jsp

POWER LINE

1-425-885-7529

Prerecorded Game Tips and Future Product Information

Get complete game walk-throughs on the most popular games for the Nintendo systems. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call. For a complete list of games available on the power line, check out:

www.nintendo.com/consumer/gameplay/powerline.html

If you are unable to find what you need at our website, contact us at:

1-800-255-3700

(1-800-422-4281 TDD)

Note: We are unable to answer game play questions on this line.
6 a.m.-9 p.m. Pacific time, Monday-Saturday, 6 a.m.-7 p.m. Sunday. French- and Spanish-speaking representatives are available.



Contact Us

arena@nintendopower.com
classified@nintendopower.com
epic@nintendopower.com
nowplaying@nintendopower.com
pokecenter@nintendopower.com
poweron@nintendopower.com
pulse@nintendopower.com

Nintendo Power
PO Box 97033
Redmond, WA 98073-9733

E-mail sent to the above addresses will not receive a response.



Advertising Inquiries

Video game-related:

Jeff Bafus, Nintendo of America 425.882.2040
NP.advertising@noa.nintendo.com

Non-video game-related:

Peter Guenther, Magazine Partners, Inc. 312.364.9001
pguenther@earthlink.net

For Rate card, ad specs and other advertising information, please go to www.nintendopower.com/rates.html



store.nintendo.com
www.animal-crossing.com
www.camphyrule.com
www.excitebike64.com
www.gameandwatch4.com
www.gameboy.com
www.gameboyadvance.com
www.gameboyadvance.com/advancewars
www.gameboyadvance.com/fzero
www.gameboyadvance.com/goldensun
www.gameboyadvance.com/mariokart
www.gameboyadvance.com/supermarioadvance
www.gameboyadvance.com/smw
www.gameboyadvance.com/wario
www.gameboyadvance.com/yoshi
www.hamtaro-games.com
www.kirbykirbykirby.com
www.luigis-mansion.com
www.magicalmirror.com
www.marioparty.com
www.mariotennis.com
www.metroid.com
www.nintendo.com
www.nintendo-e-reader.com
www.nintendogamecube.com
www.nintendopower.com
www.papermario.com
www.pokemon.com
www.pokemon-games.com
www.pokemoncrystal.com
www.pokemonstadium.com
www.smashbros.com
www.starfox.com
www.starfoxadventures.com
www.supermariosunshine.com
www.waluigi.com
www.warioland3.com
www.waverace-bluestorm.com
www.zelda.com

Send your letters and art to:
Nintendo Power Player's Pulse
PO Box 97033
Redmond, WA 98073-9733

PLAYER'S PULSE ART OF THE MONTH OFFICIAL CONTEST RULES

No purchase necessary to enter or win. Purchase will not increase odds of winning. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. The sponsor of the Contest is NOA of Redmond, Washington. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Contest will be run monthly from January 1, 2003 to January 1, 2004 or until Nintendo discontinues the Contest (the "Term"). Material submitted to NOA in connection with the Contest (e.g., art, letters, creative suggestions, ideas, notes, drawings, concepts, or other information (collectively, the "Submissions"), shall be and shall remain the property of NOA upon submission, including all associated copyright, trademark and other proprietary rights. Submissions will not be returned to you. None of the Submissions shall be subject to any obligation of confidence on NOA's part, and NOA shall not be liable for any use or disclosure of any Submissions. You agree that NOA will own all rights to the Submissions forever and throughout the world, and NOA may use the Submissions in any manner or medium now existing or developed in the future, without any compensation to you or any other person or entity. You may only submit material that is original and has not been copied from any other work. Any material you submit must not violate, misappropriate or infringe any copyright, trademark or other proprietary right of any other person or entity. All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Contest, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". NOA will attempt to notify winners by mail by the 20th of the following month after winner selection. Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2003 and before January 31, 2004, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are © 2003 Nintendo.

The Nindex

Game Index VOLUME 168—MAY 2003

Nintendo GameCube — Titles Currently Available

ADVENTURE

Army Men: Air Combat "The Elite Missions"
Batman Vengeance
Blood Omen 2
BloodRayne
Casper: Spirit Dimensions
Disney's Magical Mirror Starring Mickey Mouse
Disney's Tarzan Untamed
Dr. Muto
Eternal Darkness: Sanity's Requiem
FireBlade
Harry Potter & The Chamber of Secrets
Jimmy Neutron Boy Genius
The Legend of Zelda: Ocarina of Time/Master Quest
The Legend of Zelda: The Wind Waker
The Lord of the Rings: The Two Towers
Luigi's Mansion
Metroid Prime
Minority Report
Mystic Heroes
Piglet's Big Game
Pikmin
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
Sonic Adventure 2: Battle
Spider-Man
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II: Rogue Leader
Superman: Shadow of Apokolips
Universal Studios Theme Parks Adventure
Zapper

ARCADE/PARTY

Defender
Disney/Pixar's Monster's Inc.: Scream Arena
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Mario Party 4
Mary-Kate & Ashley Sweet 16: Licensed to Drive
Monopoly Party
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Rayman Arena
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2
Top Gun: Combat Zones

FIGHTING

Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Super Smash Bros. Melee
UFC Throwdown
WWE Wrestlemania X8
X-Men: Next Dimension

PLATFORM

Bomberman Generation
Crash Bandicoot: The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
Frogger Beyond
Pac-Man World 2
Rayman 3: Hoodlum Havoc
Rugrats: Royal Ransom
Shrek: Extra Large
SpongeBob SquarePants: Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Taz: Wanted
Ty the Tasmanian Tiger
Vexx

PUZZLE

Bust-a-Move 3000
Egg Mania: Eggstreme Madness
Super Bubble Pop
Tetris Worlds
ZooCube

RACING

18 Wheeler: American Pro Trucker
4 x 4 EVO 2
ATV: Quad Power Racing 2
Burnout
Cel Damage
City Racer
Crazy Taxi
Dakar 2: The World's Ultimate Rally
Driven
Extreme G 3
F1 2002
Freekstyle
Hot Wheels: Velocity X
Jeremy McGrath Supercross World
Mat Hoffman's Pro BMX 2
Monster Jam: Maximum Destruction
MX SuperFly
NASCAR: Dirt to Daytona
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Pro Rally 2002
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Wave Race: Blue Storm
Wreckless: The Yakuza Missions
WWE Crush Hour

RPG

Animal Crossing
Baldur's Gate: Dark Alliance
Cubivore
Evolution Worlds
Lost Kingdoms
Phantasy Star Online Episode I & II
The Sims
Skies of Arcadia Legends
Summoner: A Goddess Reborn

SHOOTER

Dead to Rights
Die Hard: Vendetta
James Bond 007: Agent under Fire
James Bond 007: NightFire
Medal of Honor: Frontline
Men in Black II: Alien Escape
Red Faction II
Star Wars Jedi Knight II: Jedi Outcast
Tom Clancy's Ghost Recon
Tom Clancy's The Sum of All Fears
TimeSplitters 2
Turok: Evolution

SPORTS

2002 FIFA World Cup
Aggressive Inline
All-Star Baseball 2002
All-Star Baseball 2003
All-Star Baseball 2004
Backyard Football
Beach Spikers
Big Air Freestyle
Black & Bruised
BMX XXX
Dark Summit
Dave Mirra Freestyle BMX 2
Disney Sports Football
Disney Sports Skateboarding
Disney Sports Soccer
ESPN International Winter Sports 2002
ESPN MLS ExtraTime 2002
Evolution Skateboarding
Evolution Snowboarding
FIFA Soccer 2002
FIFA Soccer 2003
Home Run KING
Kelly Slater's Pro Surfer
Knockout Kings 2003
Madden NFL 2002
Madden NFL 2003
MLB SlugFest 20-03
NBA 2K2
NBA 2K3
NBA Courtside 2002
NBA Live 2003
NBA Street
NBA Street Vol. 2
NCAA College Basketball 2K3
NCAA College Football 2K3
NCAA Football 2003
NFL 2K3
NFL Blitz 20-02
NFL Blitz 20-03
NFL QB Club 2002
NHL 2K3
NHL 2003
NHL Hitz 20-02
NHL Hitz 20-03
Outlaw Golf
RedCard 20-03
Rocky
Sega Soccer Slam
SSX Tricky
Street Hoops
Swingerz Golf
Tiger Woods PGA Tour 2003
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Virtua Striker 2002
Whirl Tour
WTA Tour Tennis

NEXT ISSUE

VOLUME 169 — JUNE 2003

E³ Preview: Massive Surprises

The Shape of Things to Come

We spoil you rotten every month with gaming tidbits in Game Watch, but in the next issue we'll really spill the beans—we'll tell you what Nintendo plans to show off at the Electronic Entertainment Expo May 14-16. The big announcements planned and the many games to be revealed will make for a huge preview of the video game shindig!

Ware in the World Is Wario?

Greed is good...game play! Wario's fans asked for more and Nintendo's delivering double. Next issue, we'll wrangle with Wario's brilliantly bizarre GBA game and get a sneak peek at his GCN greed-a-ganza, Wario World.



Wario World



Wario Ware, Inc.: Mega Microgame$

Great Previews and Reviews



X2: Wolverine's Revenge



Tom Clancy's Splinter Cell



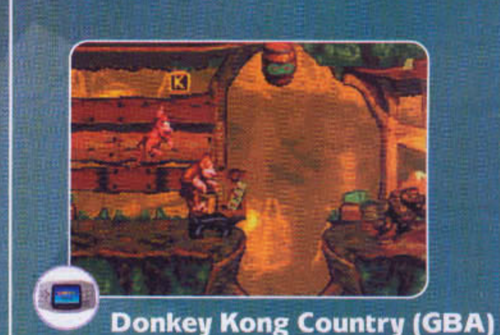
Burnout 2: Point of Impact



Castlevania: Aria of Sorrow

Plus!

- DEF JAM VENDETTA
- LOST KINGDOMS II
- DISNEY/PIXAR'S FINDING NEMO (GBA)
- CRAZY TAXI: CATCH A RIDE (GBA)
- SPACE CHANNEL 5: ULALA'S COSMIC ATTACK (GBA)



Donkey Kong Country (GBA)

Lot$ of Prize$

Don't blink or you'll miss the quick takes in Wario Ware Inc.: Mega Microgame$. The GBA game is hilarious, and we want you to be in on the joke. So next month, we'll be giving away lots of copies of the game. Join the laugh riot!




Dream big. Get out. Go play.
VERB
It's what you do.
Ben age 13
Made possible by the U.S. Department of Health and Human Services' Centers for Disease Control and Prevention.